



N64 NEWS! CASTLEVANIA, ROBOTRON, WAR GODS

# NINTENDO POWER

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# DOOM 64

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# DOOM 64



Someone once said that no one can hear you scream in outer space. It's a good thing, too—part two of our Doom 64 strategies threatens the Space Marines with enough horrors to make a galaxy's ears ring. Fall farther into the burning ring of fire this month with the arsenal of maps and tactics you've been screaming for.

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Volume 96 May 1997



## FIFA Soccer 64

The way to better soccer play is first with right pieces of kit: tactics, fancy footwork and a few doses of the old-timey, old-school videogames.



## Star Fox 64 Preview

Jump into the cockpit with Fox McCloud and his able-bodied wingmen for an early bird's-eye view of the cinematic adventures of Star Fox 64.



## Lost Vikings 2

For the complete guide to bringing down the Swedes, but clarify the Vikings' journey to page 82. More puzzles! More riddles! It's all pay for the Master!

## STRATEGY

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# PLAYER'S PULSE

Popular PC and Super NES games are getting souped-up into N64 versions. What old favorites would you like to see transitioned into N64 games? Drop us a line and tell us. Who knows? The better game developer will take your advice!



Adam Gaster • Whittier Park, New York

## The Big 100

I have decided to share my ideas for your 100th volume. I think you should feature the greatest video games on all of the Nintendo systems. You should also include a test on knowledge of games, both recent and ancient. Volume 100 should include nothing but info on older games, with a section featuring the greatest video game challenges of all time. You should also include the greatest passwords of all time. It would be neat to bring back some of the greatest challenges to see if current gamers can beat the older scores. I think most of the ideas you

come up with yourselves will be over budget. Consider the ideas of your subscribers—because of them, you have a magazine. Give the magazine back to subscribers with the 100th volume.

**Ryan Schaffer**  
Oklahoma City, OK

## 100 Ideas

I would like to know what you are going to do for issue 100 of Nintendo Power. I know it is a little early, but I think you should be planning on a huge 600-page issue with tons of game reviews, previews, contests, codes, and stuff. I dare you to publish this, but I doubt you will, because you won't want a bunch of people to agree with me and bug you about it, too.

**Josh Rubin**  
Via the Internet

On the contrary, Josh. We're encouraging people to "bug" us about Volume 100! It's your magazine, so let us know what special stories, posters, comics, and other goodies you'd like us to feature in the 100th issue. Send us your ideas, and maybe we'll use them!

## Be P.C. about the PC

You did it again! In Volume 93 in the Doom 64 Pak. Watch review, you bash the PC. In the review it said, "Fans of the PC Doom, Doom II, and Quake games will be stunned to see a video game that runs circles around what their beloved platforms can produce on the screen." In a computer magazine I subscribe to, it doesn't try to trash Nintendo or its products (not because Super Mario 64 is outwitting computer games. Next time, try not to say anything bad about the computer, or you'll be hearing from me again!

**Leslee Parks**  
Moskovo, TN

We're grateful for all the attention the PC has contributed to gaming, and we would never bash the PC. We were simply comparing the two versions of Doom, and by comparison, Doom 64 does run circles around its PC counterpart.

## Fish Story

I would like to ask you if you make up the letters that go in Player's Pulse. I read this section, and the letters sound a little fishy.

**Geoff Waag**  
Via the Internet

We didn't make up your letter, did we?

## Yo, Adriani!

I'm disgusted with Adriani Loney's letter in Volume 95.

Some kids can't get jobs, and their parents can't afford to buy an N64 for them. He says that once someone gets an N64, all they would do is ask you to feature more N64 coverage, but he would want the same if he got an N64. If all he had was a Super NES, he would be writing for that same thing he hates to hear readers ask for. I see his point, but I think you should give equal coverage for all systems. I wouldn't mind more N64 coverage later this year, when the vast majority of NP subscribers will have an N64.

**Ryan Van Muzelen**  
Holt, IA

## Get the Balance Right

Let me read to you what was on the cover of your 93rd issue: Mario Kart 64, GoldenEye 007, Turric, Dinosaur Hunter, Shadows of the Empire, and Game Boy Hits 'n Tips. Except for Game Boy, EVERYTHING was for the N64. Your magazine is no fun to read when it gives help only on something you don't have. I have been a loyal subscriber since the first issues, but I'm sure as heck not going to hang around for your 100th issue if you keep it going the way you have been. Player's Pulse has been asking for a new topic of controversy...HERE IT IS!!!

**Geoffrey Fitch**  
Great Falls, VA

We strive to feature games we haven't yet covered and right now, most of them are for the N64. By no means do we want to alienate fans



James Ruppelt • Baltimore, Maryland



A. Dreyer • Springfield, Michigan



of the Super NES or Game Boy, and in this issue, we're featuring a Game Boy article on the 4-in-1 Game Pak, Casino FunPak, and Solitaire FunPak, plus Super NES articles on Last Viking II and DMC 3. As for the cover, we feature what will grab most people's attention: Coming next month—Mario close with three arms prove Mario was altered at birth?

### Where's Junior?

What happened to Ken Griffey, Jr. for Nintendo 64? It had a release date of Spring '97 in Pak Watch, but then it was taken off the list? It was my most anticipated game for the N64!

**Paul Bloodgood**  
Bellevue, WA

Four not, baseball fan. Major League Baseball featuring Ken Griffey Jr is still as the works and is scheduled for release sometime late this summer

### Nintendo Tales

I think you should have a short story section. It would be a good idea to have short stories written by the

fans of the magazine. It would have them star famous characters such as Mario and his friends, Link, Mega Man, and others. It would be cool to have something like that.

**Eric MacGeorge**  
Waukesha, WI

### Overwhelming Colorist

Why would you make so many different Game Boys? I mean, until one breaks, you only need one. You've already made colored and sleek silver Game Boys, and they sold really well. But now you're making neon-colored Game Boys? Who's gonna buy them all? What's the deal?

**Guy Wizard**  
via the Internet

Here's the deal, Guy: we want to offer you variety, so you can have a Game Boy in the color of your choice. Why do you think identical models of cars are made in different colors?

### Write On!

Since many of your readers are kids, I'm sure



**Jim Zumbale** • Winnetka, Illinois

they would love to write to kids their own age, instead of an adult. They could review games and express their thoughts on new games and systems. If you could make this an article and me head writer, that would be great.



Steve Engle • Silver Lake, Illinois



Alex Chelmsley • Ripon, North Carolina

**Melissa Powell** • Raleigh, North Carolina



## NINTENDO POWER

Volume 1

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# POWER CHARTS

This month's biggest mover is Tarak: Dinosaur Hunter for the N64. Tarak clawed his way to reach his highest position in the Power Charts so far. On the Most Wanted front, Blast Corps and Doom 64 stormed onto the scene, and they're set to crash into the N64 Charts next month in their explosive debut.

NINTENDO 64 TOP 10



Mario Kart keeps the checkered flag for its second month in a row, while Super Mario 64 and Dash Racer hold its seat. Meanwhile, Tarak takes four month-long steps up to claim fourth place.



RANK	GAME	COMPANY	LAST	MOVES
1	MARIO KART 64	NINTENDO	1	5
2	SUPER MARIO 64	NINTENDO	2	8
3	SHADOWS OF THE EMPIRE	NINTENDO	3	8
4	TARAK: DINOSAUR HUNTER	ACCLAIM	8	8
5	NAME RACE 64	NINTENDO	4	8
6	CRUISE 'N USA	NINTENDO	5	5
7	WAYNE GRETZKY'S 3-D HOCKEY	MIDWAY	7	8
8	PILOTWINGS 64	NINTENDO	9	8
9	KILLER INSTINCT GOLD	NINTENDO	6	6
10	MORTAL KOMBAT TRILOGY	MIDWAY	10	4

SUPER NES TOP 10



DKC 2 tops the Power Charts, but did Donkey Kong's Double Trouble do double duty to tap the charts for the best of 1997? Flip to page 98 for the results of the 1997 Nintendo Power Awards to find out. You might be surprised.



1	DONKEY KONG COUNTRY 2: DIDDY KONG'S TREASURE	NINTENDO	1	7
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	63
3	SUPER MARIO RPG	NINTENDO	3	13
4	SUPER MARIO KART	NINTENDO	4	49
5	CRONO TRIGGER	SQUARE	6	22
6	DONKEY KONG COUNTRY 2: DIDDY'S ADVENTURE	NINTENDO	7	19
7	FINAL FANTASY III	SQUARE	5	29
8	SUPER MARIO WORLD 2: YOSH'S ISLAND	NINTENDO	-	19
9	TETRIS ATTACK	NINTENDO	8	37
10	DONKEY KONG COUNTRY	NINTENDO	10	31

GAME BOY TOP 5



It looks like this month's Game Boy Power Chart is taking a stroll. Link's Awakening continues its strong performance in the number one spot, but Diddy and Samus refuse to sleep until they reach the top.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	49
2	DONKEY KONG LAND 2	NINTENDO	2	9
3	METROID II: RETURN OF SAMUS	NINTENDO	3	65
4	TETRIS ATTACK	NINTENDO	-	9
5	TETRIS	NINTENDO	4	54

1. 64 DD (M64)

2. LEGEND OF ZELDA 64 (N64)

3. MARIO KART 64 (N64)

4. NINTENDO 64

5. SUPER MARIO 64 (N64)

6. GAME BOY POCKET

7. STAR WARS: SHADOWS OF THE EMPIRE (N64)

8. DOOM 64 (N64)

9. YOSH'S ISLAND 64 (N64)

10. BLAST CORPS (N64)

# MOST WANTED

## LETTERS, CONTINUED...

**Eric Nilson  
McFarland, WI**

Although you're making the writers here very nervous, we're going to give your great idea a try. Any budding writers and critics out there, send us your game review along with an illustration, rating of the game, or a picture of yourself. Please try to keep your essays under 700 words. We'll feature the best ones in a special section to *Player's Pulse*.

### Retire Retirement

I do not think you should retire games from the Power Charts after a certain period of time. The purpose of the Charts is to show the best games. If you retire games, the best games would eventually not be listed.

**Theresa Escanolo  
Via the Internet**

### Poetry in Motion

Upon playing games and seeing what's in store, I've seen Yoshi and Goombas galore, All this and much, much more, Plumbers and Triforces and Arwings to boot, This little cache of gaming loot, Was created by greatness of the highest degree, It makes you just want to shout, "Yippee!" As for this poem, if you must know, is dedicated to the great, one and only, Shigeru Miyamoto.

**Sharon HW  
Via the Internet**

What a great poem for Nintendo, it rhymes quite nicely like you intended... uh, maybe we'll have the poetry to you, Sharon.

### Oops!

In Volume 96, we featured a reader's *Street Fighter Alpha 2* envelope art, but we didn't

## Cool Runnings

Colin Baldwin, Volume 92 Grand Prize Winner, won the chance to experience some DRC 3 in real life from the front seat of a bobbed speeding down the Olympic Run in Lake Placid,

New York. The Vista, California native must have brought his town's sunny weather to the Olympic Sports Complex, because recent temperatures had the bobbed run closed. Instead, Colin strapped on a sled and rode the Luge Rocket ride down the luge run, which was opened specially for him. Colin's blazer of winter fun also included snowboarding, sightseeing, and



Stop the 120-meter ski jump, and snow-tubing down the ski jump landing slope!

know who the artist was. Fortunately, he's been discovered—the artist is Sean Fowler of St. John's, New Brunswick.

To give credit where credit is due, we're giving readers another look at his artwork:



## WRITE AWAY RIGHT AWAY!

This month we announce the winners of the 1996 Nintendo Power Awards. Did your favorites get shut out of winning? Write to us and defend their honor! Send your letters and comments to us at:

**NINTENDO POWER PLAYER'S PULSE**  
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Super NES and NES. Star Wars: King of  
the Galaxy 64, and Zelda game. (After  
King Country 1, 2, and 3, Earthbound,  
The Legend of Zelda, Super Mario  
World, and Pokémon. Check 3 Super Mario  
Fantasy 64, Super Mario RPG, Super Mario  
Fire 64 II, Super Mario 64, Super Mario  
Alpha 2, Mario Kart 64, Mario Tennis, 4  
and 5, and Super Mario 64. This call may  
be long distance, so be sure to get permis-  
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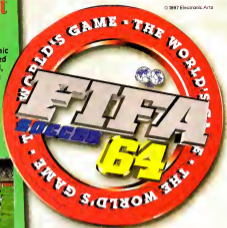
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# "A Great Bit of Play"

FIFA Soccer 64 from Electronic Arts truly has it all: detailed polygon graphics; high-speed, realistic animation; real-time commentary from real-life announcers Andy Gray, Des Lynam and John Motson; and nearly 3,000 authentic international players. All of this comes together to produce, as Gray and company would say, "A great bit of play."



© 1997 Electronic Arts

## Four-Way Challenge

**W**ith its multiple difficulty levels, play modes, camera angles and controller configurations, FIFA Soccer 64 can be as simple or as complex as you wish. Up to four gamers can take to the field, or "pitch," as it's often called in soccer circles, and play with or against each other in any combination: two-versus-two, one-versus-three and even four-versus-the-computer. We've combined our real-life and virtual soccer expertise to come up with some of the best offensive and defensive strategies to use with this game. These strategies work in the one-player and the multi-player modes, but keep in mind that you'll need to coordinate very closely with your computerized and/or human teammates to pull them off.



## Fine FIFA Features

We'll start by first giving you a few general tips on how to approach this game as well as the lowdown on some of the game's key features. These features can greatly affect the game control, so you may want to tweak them to your lik-

ing or at least keep them in mind during your pre-game strategy sessions. If you're having trouble scoring but can't quite put your finger on any specific cause, these tips might help you out.

### Fair and Foul

**A**s in real life, bad weather can really put a damper on your performance if you're not prepared. The ball bounces higher, travels faster and goes farther when the field is dry than when it's wet. If it's pouring on game day, expect parts of the field to become a bog by halftime. You won't get as much loft on your kicks and the ball will roll slowly. The best thing to do is play a few practice sessions in the rain and modify your tactics accordingly.



### Yellow Card, Red Card

**T**here are few faults in soccer, but the penalty for committing one can be severe. Attempting to tackle (steal the ball) from beside or behind a player, for example, will net you either a Yellow or a Red Card, depending on how blatantly unwarranted you were. For a Red Card, the offending player will be ejected, and you won't be able to replace him for the rest of the match.



If you lose a team member and his position, you'll probably need to adjust your strategy. If necessary, use the Team Management option to shuffle your remaining players to make up for the lost position.

### The PIP Advantage



On the radar screen, human-controlled players are marked by yellow triangles, while computer-controlled players are marked by green and blue circles.

**T**he Picture-in-Picture, or PIP, option allows you to display a second view of the field or a radar screen in the upper right corner. The radar screen is especially helpful, allowing you to see the whole field and the positions of the players and the ball, which is color-coded for your convenience, at a glance.



## Virtual Soccer Videography

Soccer games have often served as showcases for new technology and innovative game play, and FIFA Soccer 64 is no exception. For a look at a few classic NES, Super NES and Game Boy soccer games gone by and an exciting peek at Konami's upcoming international Super Soccer 64, check out a few video soccer classics beginning on page 180.



# "That's a Fair Challenge"



Offense in soccer is all about coordination and cooperation. There are, of course, many star players in the sport, but hogging the ball isn't as successful here as in, say, the average video basketball game. When you first start out, spend some time getting to know the size and scale of the field, so you can better gauge your passes, and work on simply handling the ball and keeping it away from opposing players.

## The Short and Long of It

For the purposes of this review, we're defining short passes as passes to players who are on screen, while long passes are to players who are out of view. In most instances, we recommend using short passes to move the ball down the field. Even with the radar on, it's difficult to gauge potential interference from off-screen defenders, and there's a good chance that a long pass will be picked off before it reaches a teammate.



If you're all alone, use the radar screen to pinpoint teammates and then move toward them. Wait until they're in sight before you attempt a pass. You'll then be able to see who is in the clear and who might run into into a ferocious lion defender.



## Thanks a Lot

Lobbing the ball through the air is easier than making a ground pass, but it works well when you're coordinating with another human-controlled player. If one of your midfielders is being surrounded or charged by a line of defenders, lob the ball over their heads towards one of your forwards (the offensive players on the front line). Just don't get caught offside by the referee. We'll have more on that later.



If you're not trolling a team by yourself, lob the ball and then pass A to switch to the player closest to the ball's landing spot. If you're close enough, you'll have full control. If you have to, pass the ball again for a better shot at the goal.



## On a Wing and a Prayer

**M**idfielders or forwards who are positioned on the sides of the field are often called "wings." One common but effective attack strategy is to have a wing drive down the edge of the field where there is usually less resistance. The wing then passes the ball to a center forward for a shot. If

you're lucky, the wing will draw some of the defenders away from the middle and give your center forward a better chance.



Switch from the wing to the center forward while the ball is still in the air. If you're close to the goal, try to "head" the ball. Scored it off your head instead. If you trap the ball, you're heading it stolen or grabbed by the goalkeeper.



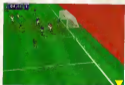
## Keeper Keep-Away

**T**o take a shot, press and release the B Button. The longer you hold it, the harder you'll kick. As you hold it, you'll slow down and lose your ability to steer your body, so set up and strike as quickly as you can. Once you're inside the 18-yard box around the goal, the keeper will often charge out at you. The closer he gets, the better the chance he has of intercepting even a hard, fast strike.



## Cutthroat Corners

**C**orner kicks can be a bonanza for you, especially if you have four human-controlled players on your team. Try to crowd all of your players right in front of the goal and then lob the ball right at or just ahead of them. If you're lucky, you'll be able to head the ball into the goal before the keeper or defenders can react. If the ball lands in the middle of the mob, the best you can do is jump in and try to kick it before a defender clears it out.



Here's a pretty sneaky maneuver: aim the ball toward the corner of the penalty box and kick it with all your might, but put lots of spin on it so curve it back toward the goal. This move might throw the defenders off, and the ball sometimes curves all the way around and into them!

You'll have a good chance to score if you strike from the middle and just made the penalty box. The keeper will still be far away, and you'll have plenty of room to shoot to either side. It will also be hard for him to intercept any wide-angle shots to the corners of the goal.

## "He's Won the Tackle Again"

Many novices focus on driving the ball down the field and trying to grab all the glory, but the seasoned players know that defense is half the game—sometimes the crucial half. Once again, whether you opt for a man-to-man defense, with a defender always covering a specific attacker, or a zone defense with a defender patrolling a given area, coordination is the key. Having more human-controlled players on a side is more difficult to coordinate, but it does give you more options.

### Tackles and Take Downs

Tackling is the basis of soccer defense, but it's not always easy to pull off, especially if the attacker is a skillful dribbler. Stick close to your opponent, use the speed-up ability and never try to tackle from behind. If the ref sees you doing that, it will be a guaranteed Red Card and an early trip to the showers for you!

#### TACKLE



With a tap of the B button, your player will use his feet and body in an attempt to steal the ball. If an opponent is not on guard, you can also sweep in at an angle and pick up the ball on the run.

#### SLIDE TACKLE



There's a split-second delay from the time you press the top C button to the time your player actually performs the move, so plan ahead. An unnecessary slide tackle will result in a foul call.

### Sweep Up the Mess

The Team Management option lets you change your player formation at any time to suit any offensive or defensive strategy. One of the best defensive formations in this game places a special player, known as the sweeper, in front of the goal. His primary job is to support both the fullbacks and the goalie.

While the fullbacks never venture too far from the goal, they do move up and down the field a bit. The sweeper backs 10 minutes to the goal to take down any attackers who break through the line.

#### TEAM MANAGEMENT



#### SWEEPER



#### HARD TACKLE



A hard tackle is just what it sounds like, and it will always result in a Red Card and an ejection. It can be useful, however, as a last-ditch effort to break up a dangerous attack or save up time on the clock.

## Intentional Offsides

In reality, the offsides rule is rather complicated, but within this game, this is the situation you must watch out for. If an attacker is between the keeper and his defenders, and a teammate on the other side of the defenders passes the ball to him, the ref will call offsides and award the keeper a goal kick. It is difficult to do in this game, but you can try to create an intentional offside. Selecting the All-Out Offense strategy on the Team Management screen will make your defenders move far forward, increasing the chances for an offside call.



If your defenders are far forward, there's a greater chance that an attacker will stray past them with a teammate well established to pass to him. Remember that if an attacker also by your defenders with the ball in his possession, that's not an offside situation.

## Clear it Out

Here's a worst-case scenario for you: you have the ball deep in your own territory, no one is open for a pass and the opposing team's star forward is cutting through your defenses like a wet sneeze through a tissue. The best thing to do is to clear the ball out. A job can be controlled somewhat, but clearing the ball sends it sailing willy-nilly down the field. An opponent will probably trap the ball or head it back at you, but you'll have a few seconds to reorganize.

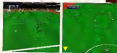


Another good tactic to use when you're really pressed is to whack the ball out of bounds. Your opponent will have a throw-in or a corner kick, but once again, you'll have a chance to reorganize your players and a strategy.



## He's a Keeper

Even though the keeper is computer-controlled for the most part, you do have some control over his kicks and throws. If you're using "fast break" offensive tactics, kick the ball as soon as you can, before the opposing defenders have a chance to get back down the field. If you need time to set up your offense or if you're just trying to eat up the time on the clock, wait until your players are all in position before you put the ball back into play.



You can select a specific teammate to go receive a kick or a throw from the keeper. You'll still have to be wary of any opponents swooping in to head or trap the ball, but you'll have better luck retaining possession this way than you will if you just wing the ball down the field.





# 1996 FIFA Statistics

FIFA Soccer 94 is based on real soccer teams and their actual 1996 rosters and league standings, which we've listed here. We've also listed each team's standout player (as best as in terms of this game) and his default position.



## International

TEAM	RANK	KEY PLAYER/POSITION
BRAZIL	1	L. RONALDO / FW
GERMANY	2	H. SAMMER / DF
FRANCE	3	Y. DJORKAEFF / FW
COLOMBIA	4	F. ASPRILLA / FW
GZECH REP.	5	K. KOUBA / GK
DENMARK	6	P. SCHMEICHEL / GK
RUSSIA	7	S. KIRIAKOV / FW
SPAIN	8	F. HIERRO / MF
NETHERLANDS	9	D. BERGKAMP / FW
ITALY	10	P. MALDINI / DF
MEXICO	11	L. GARCIA / FW
ENGLAND	12	A. SHEARER / FW
PORTUGAL	13	P. SOUSA / MF
NORWAY	14	K. REKDAL / MF
BULGARIA	15	H. STOICHKOV / FW
ROMANIA	16	G. HAGI / MF
SWEDEN	17	M. OHLIN / FW
U.S.A.	18	P. BRUCE / FW
SOUTH AFRICA	19	D. KHUMALO / MF
ZAMBIA	20	I. LITANA / DF
JAPAN	21	Y. KAWAGUCHI / GK
ARGENTINA	22	G. GANIGLIA / FW
TUNISIA	23	S. FEKIH / MF
CROATIA	24	Z. BOBAN / FW
GHANA	25	T. YEBOAH / FW
CHILE	26	I. ZAMORANO / FW
MOROCCO	27	M. GHADUCH / FW
EGYPT	28	H. RAMZY / DF
SCOTLAND	29	J. COLLINS / MF
TURKEY	30	H. SOKUR / FW
AUSTRIA	31	T. POLSTER / FW
GREECE	32	G. DONIS / FW

TEAM	RANK	KEY PLAYER/POSITION
R. IRELAND	33	T. GASCARINO / FW
S. ARABIA	34	K. MOUSAID / MF
BOLIVIA	35	M. ETGHEVERRY / MF
CANADA	36	A. BUNBURY / FW
TRINIDAD & TOBAGO	37	D. YORKE / FW
BELGIUM	38	M. PREUD'HOMME / GK
URUGUAY	39	O. FONSECA / FW
S. KOREA	40	G. IH-YOUNG / GK
SWITZERLAND	41	S. GHAPUISAT / FW
LITHUANIA	42	V. IVANAUSKAS / FW
ALGERIA	43	A. TASFOUT / MF
AUSTRALIA	44	M. BOSNICH / GK
IVORY COAST	45	J. KONATE / GK
ISRAEL	46	H. REVIVO / MF
POLAND	47	K. WARZYCHA / FW
PERU	48	R. CARTY / FW
CAMEROON	49	J. SOHGO'D / GK
UKRAINE	50	A. MIKHAILITSHENKO / MF
IGELAND	51	T. GUOJOHASSON / FW
NIGERIA	52	D. AMOKACHI / FW
N. IRELAND	53	K. GILLESPIE / MF
GOSTA RICA	54	M. BARRENTES / GK
HUNGARY	55	G. MESZOLY / DF
CHINA	56	D. CHULIANG / GK
SLOVENIA	57	D. NOVAK / DF
FINLAND	58	J. LITMANEN / FW
WALES	59	R. GIGGS / MF
SINGAPORE	60	D. LEE / GK
MALAYSIA	61	R. SUPARMAH / FW
NEW ZEALAND	62	J. BATTY / GK
LUXEMBOURG	63	P. KOCH / GK
HONG KONG	64	J. LEE / MF

# England

TEAM	RANK	KEY PLAYER/POSITION
BLACKBURN	1	T. FLOWERS/GK
MANCHESTER U	2	P. SCHMEICHEL/CK
NOTTINGHAM FOR.	3	S. PEARCE/DF
LIVERPOOL	4	R. FOWLER/FW
LEEDS	5	T. YEBOAN/FW
NEWCASTLE	6	A. SNEARER/FW
TOTTENHAM	7	T. SNERINCHAN/FW
DERBY C	8	I. STIMAC/SW
WIMBLEDON	9	V. JONES/MF
MIDDLESBOROUGH	10	D. JUNJINNO/MF
CHELSEA	11	C. VIALLI/FW
ARSENAL	12	L. WRIGHT/FW
SNEFFIELD W	13	R. BLINKER/MF
WEST HAM U	14	L. OUMITRESCU/MF
EVERTON	15	A. KANCHELSKIS/MF
COVENTRY	16	M. ISAIAS/MF
SUNDERLAND	17	L. PEREZ/CK
ASTON V	18	D. ENOCU/DF
SOTON	19	M. LE TISSIER/MF
LEICESTER C	20	E. NESKEY/FW

# France

TEAM	RANK	KEY PLAYER/POSITION
PARIS S.C.	1	B. LAMA/GK
AUXERRE	2	L. LASLANDES/FW
F.C. METZ	3	R. PIRES/MF
MONACO	4	E. SOUO/MF
R.C. LENS	5	V. SMICER/FW
MONTPELLIER	6	R. KOSECKI/MF
COINCAMP	7	C. WREN/FW
RENNES	8	K. REKDAL/MF
NANTES	9	J. N'DORAM/MF
BASTIA	10	M. FAYE/MF
STRASBOURG	11	J. SUCHOPAREK/DF
NICE	12	H. CHAOUCH/FW
LYON	13	F. MAURICE/FW
BORDEAUX	14	J. PAPIN/FW
LE NAVRE	15	T. WIESZCZYCKI/MF
LILLE	16	A. SIMBA/FW
CANNES	17	K. NDOGOTO/DF
CAEN	18	A. BANCAREL/FW
MARSEILLE	19	A. KOPKE/CK
NANCY	20	W. DRUMA/MF

# Germany

TEAM	RANK	KEY PLAYER/POSITION
B. MUNICH	1	J. KLINSMANN/FW
FC KOLN	2	T. POLSTER/FW
HAMBURG	3	S. KENCNOZ/SW
W. BREMEN	4	A. NERZOC/MF
STUTTGART	5	F. BOBIC/MF
DORTMUND	6	M. SAMNER/DF
SCHALKE	7	M. MAX/FW
BOCHUM	8	G. OONKOV/FW
DUISBURG	9	N. BICANIC/MF
DUSSELDORF	10	D. NIELSEN/FW
KARLSRUHE	11	S. OUNDEE/FW
LEVERKUSEN	12	C. MORNS/DF
1860 MUNICH	13	B. WINKLER/FW
BIELEFELD	14	S. SILODY/DF
ST. PAULI	15	T. PEDERSEN/DF
FREIBURG	16	A. SUTTER/MF
HANSA ROST	17	S. BEINLICH/MF
M'GLADBACH	18	K. PFLIPSEN/MF

# Italy

TEAM	RANK	KEY PLAYER/POSITION
PARMA	1	N. CRESPO/FW
VICENZA	2	M. OTERO/FW
BOLOGNA	3	K. ANDERSSON/MF
FIORINTINA	4	G. BATTISTUTA/FW
NAPOLI	5	R. CAIO/FW
SAMPDORIA	6	C. KARENBERG/MF
VERONA	7	A. PAGANIN/DF
PIACENZA	8	G. PINI/MF
INTER MILAN	9	Y. DJORKAEFF/FW
PERUCIA	10	A. KOCIC/CK
BOINASSE	11	D. BIERNOFF/FW
ATALANTA	12	D. FORTUNATO/MF
AC MILAN	13	G. WEAH/FW
JUVENTUS	14	A. DEL PIERO/MF
ROMA	15	M. OHLIN/FW
CAGLIARI	16	C. LONSTRUP/MF
LAZIO	17	I. PROTTI/FW
REGGIANA	18	A. VALENCIA/FW

# Virtual Soccer Classics

What baseball and football are to America, soccer is to the rest of the world, but "the World's Game" has only recently gained widespread popularity among U.S. sports fans. Nevertheless, several soccer video games have done quite well here, largely because of their innovative game play and that undefinable quality known as "fun factor." Here are a few highlights from classics past!

# NES 1987 & 1990

## 1987 Soccer

This is the granddaddy of NES soccer games, the one that started the ball rolling. Released by Nintendo in March, 1987, Soccer featured one- and two-player side-scrolling action, seven international teams, five difficulty levels and even a half-game show! Running, passing and shooting were about all you could do, but sports fans were hooked on the smooth animation and play control. What's most surprising about Soccer is not that it was a hit, but that it actually came along before most of the classic NES football games, predating Tecmo Bowl by nearly two full years. Only Nintendo's 30-Yard Fight, released in October, 1985, came earlier!

## 1990 World Cup

Nintendo's next strike at the video goal was Nintendo World Cup Soccer, released in December, 1990. It retained the side-scrolling format of its predecessor, but everything else about the game had been upgraded and improved. This new Pak boasted



one- to four-player simultaneous play and a choice of six playing fields, including a sandy field, an icy field and even a concrete-covered field. The number of teams had exploded to 13 international squads, and, whereas the teams in Soccer had the exact same abilities, these new teams had different strengths and weaknesses. The U.S. athletes even had individual attributes! Other seminal soccer games of the late '80s and early '90s included Jaleco's Goal series and Tecmo World Cup Soccer.



1991

# GAMEBOY

1991 Nintendo World Cup Soccer

**Choose Your Team.**

- U.S.A.            ENGLAND
- HOLLAND      SPAIN
- JAPAN           BRAZIL
- FRANCE        GERMANY
- CAMEROON    ARGENTINA
- U.S.S.R.        ITALY
- MEXICO

In 1991 it was time to take the video soccer swan on a road trip, and what better mode of transportation than the Game Boy. The portable version of Nintendo World Cup Soccer was a very close translation of its NES counterpart, right down to the ability to set a specific game plan for the computer-controlled players to follow. Other features included the ability to tell your computerized teammates when to pass and shoot, and the then-revolutionary Game Link cable allowed two players to go head-to-head on the electronic pitch.



# SNES 1992-1995

1992 Super Soccer

Super Soccer gave us literally a different perspective on the game, following the action from front to back, rather than from side to side. Players now had a wider range of moves, including the Shoulder Charge, Slide Tackle and Trip, and the Super NES's Mode 7 scaling and rotation features kept the large, colorful graphics flowing smoothly.



1994 Mega Man Soccer

Video soccer fans were serious about their fun, but they didn't have to be serious to have fun, as Capcom proved with Mega Man Soccer. This wacky one- or two-player Pak featured the Blue Bomber, Dr. Willy and 16 of his robotic buddies in four modes of play. While its play control wasn't up to Capcom's usual impeccable standards, this game did sport a handy central radar display.



1993 Tony Meolo's Sidekick Soccer



Tony Meolo's Sidekick Soccer reached new heights of on-field realism with a rotating view that kept you behind the player with the ball. Created by the same team that developed

NCAA Basketball, Sidekick Soccer gave you a sense of the size and scale of a real soccer field; in fact, novice players routinely got lost out there!

1995 International Superstar Soccer Deluxe



The emphasis in Konami's ISS Deluxe was on ball handling, and the huge number of control options elevated this game to the level of a gem. Crystal clear graphics, rich sound and real-time animation just added to the you-are-there feel. It may have been the swan song for Super NES soccer titles, but ISS Deluxe was a beautiful note to go out on!

Luckily for us, the Konami soccer dynasty did not die out with ISS Deluxe. The reigning king of 16-bit soccer games has, in lieu, begot a 64-bit heir that threatens to raise the bar, not just for video soccer games, but all video games, period. 1997 promises to be a championship year for Konami's International Superstar Soccer 64!



# FUTURE IN 64

## 1997 International Superstar Soccer 64

The camera swoops high over the stadium, taking in the bright sky above and the perfect field below. With the capacity crowd roaring in anticipation, the commentator announces the day's matchup, while the team captains meet on the pitch for the coin toss. Is this a live soccer game being televised via satellite? No, this is the future of video

games, and it has "blockbuster" written all over it! As we reported last issue, Konami is planning to produce International Superstar Soccer 64 for the North American market. This game will be a translation of J League Perfect Striker, a title that is already generating headlines (and lines of fans) across Japan. An English-language prototype of ISS 64 wasn't ready in time to press, but we did obtain a production version of Perfect



Striker, and "revolutionary" would not be too strong a description. We've seen most of Perfect Striker's features and options in past games, but we've rarely seen so many in one title and rarely seen them executed so well. Graphical crisp and highly detailed, with no skipping on the frames of animation. The large players move fluidly and the transitions are seamless. Moves and play control? Dribble, trap, head, back pass, bicycle kick—it's all there. Players react instantly to your



The camera pans smoothly around the action, looking for all the world like a TV broadcast. The camera always moves to keep the ball near the center of the screen, but it never looks "jerky." From the play control to the animation to the play-by-play, everything about Perfect Striker screams excitement, realism and fun!



commentary, which are laid out logically across the N64 Controller. And what about play modes and optional? Not to worry. There are 16 teams, each with a full roster of first and second string players, six play modes, including Single Game, League, Tournament, Shoot-Out, Scenario and Practice, 16 stadiums, 16 field formations, different weather conditions, and so much more! Perhaps



the most impressive and emulating feature of all, though, is the nearly constant running commentary that sounds as if it were plucked out of a professional broadcast. The announcer's speech patterns sound totally natural, and if a player makes a sudden move, he'll even interrupt himself with a cry of surprise or a shout of victory! Konami has not yet announced a release date for SS



64, so we'll just have to be patient. In the meantime, we can be happy knowing that, if this is the future of video games, we have plenty to look forward to.



There's enough variety in the announcer's sound palette to keep things from becoming boring or annoying, and he uses a good mix of general and specific comments. We couldn't understand everything he said, but there were no mistaking his ecstatic cues. "Goal! Goal! GOOOOOOOL!"



# BLAST

## CORPS

The nuclear threat is not over yet. We continue our Blast Corps coverage, with maps and strategies for the Medium Level stages. Unless you want downtown Des Moines to go up in a mushroom cloud, you'd better get on the stick!

## MORE OF THE CORPS



Let's check this morning's schedule. 9:00 a.m., mission briefing; 10:00 a.m., coffee break; 10:15 a.m., blow up half of Wall, Walla in order to save the world—yes, it's just another typical day in the Blast Corps! Last issue, we gave you a rundown of Blast Corps basics along with full maps and detailed strategies for the Easy Level stages. In Part Two of our Blast Corps blowout, we'll analyze the Medium Level stages and give you tips on how to earn Gold Medals and promotions in the Corps. Rather than just giv-

ing you more obstacles to blow up and shortening time limits, the Medium Level focuses on increasingly intricate puzzles that require ever

more complex maneuvers to solve. This gives Blast Corps much more depth and replay value than your typical action Pak.



You'll be among some familiar vehicles in these stages, but you'll have to use them more creatively as the game progresses.



The nuclear threat is still very much alive. You must clear a path across the world to allow a runaway missile transport to pass safely.

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## MISSION RECAP



The map below shows the different difficulty levels and the different types of stages (small spheres=Bonus and Training stages, large spheres=main Destination stages). You must earn Gold Medals in all the stages, including the Bonus stages, to earn the most promotions. Before we dive into the Meridian Level, we'll first recap the Easy Level Bonus stages in the chart at the bottom of the page.

## SIMIAN ACRES



## CARBON POINT

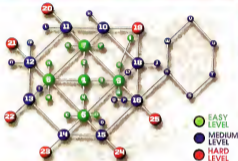


The better the medal you earn, the more Bonus you'll receive.

## MERIDIAN



Find and activate a Carbonic Carbon Point to open new stages.



## GOING FOR THE GOLD

The chart below gives a quick recap of the Easy Level Bonus stages we covered last issue, including the recommended vehicle, Gold Record time and any helpful tips or shortcut information for each stage. To earn Gold Medals in those stages, you must beat the Gold Record times shown.



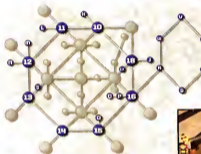
	VEH. RECORD	TIPS & SHORTCUTS
<b>A</b>	1:50	Look for shortcuts through the alleyway of the buildings and between the buildings and the trees to the south.
<b>B</b>	0:50	Destroy all the crates to see the Gold M. 22. That machine will be your best friend for quick destruction.
<b>C</b>	0:40	The blocks cycle over every 30 seconds and randomly in the light during a game when you make a stop.
<b>D</b>	1:00	Plow through the middle of the TNT crates to scatter them across the field. Just like playing the "Tank" in pool.
<b>E</b>	0:50	Head north to the canal and then proceed. Turn south at the end of the canal to a small shortcut.
<b>F</b>	0:20	The jet points are arranged in a rough six-pointed shape and go left, then to the right and so on.
<b>G</b>	0:35	Stay on the right side of the river. You need to cross the Frenchie for a slip to board. Go north to find a GP.
<b>H</b>	0:40	Head left to the left forest and follow the line of trees around the outer edge of the paved area.
<b>I</b>	2:00	Get across the grass in the north end. As you head south on the back stretch, hug the left to find a tunnel.



# NEW FRONTIER

Now we'll look at the Medium Level, starting with an overview of the two Training stages, numbers 9 and 17 on the map below. It seems unusual to start with number 9, but this is a continuation from our review last

issue. Detailed breakdowns of the Demolition numbers (10, 14 and 16) and the Bonus stages (Active Play) appear on the following pages. These numbers and letters correspond roughly to the order of stages as they appear in the game. The map shows the approximate positions of these stages on the World Map screen.



## 9 THUNDER FIST

You'll have had a chance to use the Thunderfist in the Easy Level, so this stage will be a snap: just destroy all of the buildings and crates within the time limit. Remember that the Thunderfist needs a couple of steps of clearance in front of it to launch an attack.



## 17 SKYFALL

You'll have driven the Skyfall dune buggy before now, but this will be your first official mission behind the wheel. While the Skyfall's turbo boost does help somewhat, the real demolition power comes from running downhill or launching the vehicle off rocks and ramps and crashing into a target.



# 10 TEMPEST CITY

Tempest City offers a straightforward challenge, making it a good lead-in to the Medium Level. You'll find more than enough ammo near the first block of buildings. Keep in mind that you're more likely to cause damage if your target is on wheels. The chest in the upper right corner shows the number of buildings, survivors, Communication Points, and scientists in the stage, while the box below includes details on nearby Bonus Stages.



	25		1
	20		1

## BLAST SEQUENCE

Concentrate on the structures directly in the main transport's path. The right-hand side and the buildings on the right side of the block can be left standing. Just removing the Bal to switch his mega power steering may be the biggest challenge.



Each ammo box contains two mines for the Bal's turret. You'll find ammo all along the way.



Fire mines while your front legs are touching the ground or you'll shoot over your target.



The overhead view will help you with your aim and give you a bend on the transport's progress.

## A BLAST THE WALL

Blast the cliffs on the west side of this stage to reveal a secret complex on top of the mountain. Activate it to open the path to Bonus Stage K. Now go down and to the right to find a scientist in his mousehouse retreat.



## B THE SCIENTIST IS HERE

You'll find a scientist in a box on behind a wall of rock. This is only the second of six body-hunts you must locate. He may have a clue to a scientist's whereabouts.



## J COBALT QUARRY 00:40

One of the best roads will be your best bet for completing this level in record time. Get only 1000 to slow down on the cobalt mine. The advantage of the lane will save you sticking into the wall if you're going to a fast. This place is actually located off of Stage 10 on the World Map screen, and it will most likely be seen always.



## K GLANDER'S RANCH 01:45

There was an action planing involved in designing this town around the last shortcut - appears after the first hallway and is marked by red lines and patches of dirt by the side of the road. The second shortcut is actually a dirt road marked with an arrow.



# 11 BEETON TRACKS

This is where you'll need to start thinking in two levels: terms to accomplish the tasks at hand. There are only two major structures to demolish, but if you fail to coordinate your actions exactly, you can kiss the picturesque town of Beeton Tracks goodbye. To find the Communication Point and the balance of the RDA, search the little hills and valleys to the west of the train tracks.

## A CAR 54, WHERE ARE YOU?



The rangers of ham-fisted coffee and doughnuts in the Beeton Tracks Cafe are not greatly exaggerated, at least in the opinion of local law enforcement. The county sheriff probably won't mind if you borrow his squad car to search for the RDA and the Communication Point as long as you spring for another round of juv.



	6		1
	0		0

## BLAST SEQUENCE



The train station will need any force short of a TNT blast. Luckily for you, your train has a load of the stuff in a loaded car. The trick is maneuvering it off the base and up against the target. You must scotchbook it with the beam between the train, the crane and the door to get the job done, and though the middle carner starts off for awing, you still won't have any time for coffee and doughnuts!



Head to the end of the line. Jump out and walk around the north end of the station to reach the parking lot.



Jump into the Handover and demolish the small building. Maneuver the door onto the crane's platform.



Use the crane to lift the door over to the other side of the tracks. Use the walkway to cross the tracks.



Use the door to push the TNT against the station. Move the goal if the flared air is not in position.



## L SILVER JUNCTION

This stage is the toughest of first, let there be a government. Think of this stage as if it were a tic-tac-toe board, with the Theater of Stables in the center square. There are trails to all of the squares, but you, as one of the rangers, must go, and to the left just flows and to the right.



01:00

## III MORaine Chase

Make a left turn after the third wall and coast the wall at the Starting Line. Hug the hill on the downer left wall you see a road up. Follow the blue patch of moss through the tree. Follow the path between the walls and up the hill to get back to the track.



01:40

# 12 ECHO MARCHES

When we finally figured out the achingly simple solution to the Echo Marches puzzle, we slapped our foreheads and screamed "Duh!" This only goes to show that we were focusing too much on what was directly in the missile carrier's path and not considering what was scattered about the rest of the stage. You'll always get another crack at a stage, so take the time to explore and then try again.

 20	 2
 15	 0

## BLAST SEQUENCE



The missile carrier can handle the fuel pods, but it won't be able to get over the train tracks or across the river without a little help from the Corps. The trick will be re-arranging the train and the barge to form bridges across the tracks and the river. Time is short, so check the map and destroy only the buildings or parts of buildings that are right in the carrier's path.



Stamp the buildings on the right side of the road then quickly head northwest over the rail to the train.



Hop on the train and take it all the way to the end of the line, making sure to line up the fuel pod with the ramp.



Jump into the fuel rod and drive back to the J-Barge. Head northwest and demolish the buildings in the carrier's path.



Head northwest and land on the barge. Push the barge to the river crossing, get back in the J-Barge and finish the stage.



## TANKED

Stomp on the fuel tank near the barge to reveal the first Communication Point. This Communication Point is easy to miss on the first pass through this area, but most players will find it just because they'll be trying to clear out all the structures in the stage. Activate the tank points to get more Bonus stages.



## HIT THE BOOSTERS

To reach the Communication Point atop the rock tower, let your rocket's recharge fully first and then take off. You can reach the top of the tower with one long blast, or you can try boosting for a few seconds, resting for a second or two, and then hitting your rocket again while you're still in the air.



# 13 CROMLECH COURT

It's back to their corrupt lairs amidst the sprawling towers of Cromlech Court, but though your task is simple, time is short. The rescue carrier starts just south of the first row of buildings, so you'll have to carve out a clear path through the financial district. You'll note that the larger skyscrapers are actually several squares joined together. Try to strike these buildings at the seams to destroy two or more sections at a time!

	15		0
	20		0

## BLAST SEQUENCE



Once again, you'll have just enough time to destroy only the buildings or parts of buildings right in the carrier's path. Say, if our laws give drive, will our cash-in-time fees go up?

You'll start the stage on a hill to the southwest. Your first target will be a crane below you. The carrier will be just to the right of your position.



Wave back and forth through the buildings as if you were running through a slalom course.



Blast Corps environmental police grants you a train moving down the trees. Go around them!

## MICA PARK

00:50

This stage starts in a circular arena that really is. The buildings are arranged in a semi-circle with the same "seams" in a few places in the center of the stage. Set the carrier to drive in a circle. Now, simply follow the road from the left to the right and you will destroy buildings.



## MORGAN HALL

01:25



This stage takes less maneuvering than you might think. Follow the road north and then around the strip, turning just slightly to the left or the right as needed to hit the TST face piece against the buildings. Don't get too caught up with the TST, though. Use the catapults to attack when it would be especially helpful.

## CORVINE BLUFF

00:55

Dress the carrier at the start of the race and follow the left bank on the left. Go around the loop, staying on the right side of the river. We need not cross back over and cross the Finish Line to advance a lap. In fact the Commissioner Print, drive like the train - go north.



# IRONSTONE MINE

## 14

The main thrust of the Ironstone Mine stage is not about solving riddles, but about precision demolition, which can be just as challenging. As you would with the other vehicles, engage the Side-sweep's battering ram at the seams between the sections of the buildings to sap them of structural integrity. Save the Thunderbolt for the latter part of the stage. You won't have time to retrieve it and return to the barracks; instead, the transport reaches the

	31		0
	20		1

## BLAST SEQUENCE



While this stage is straight forward, it can be frustrating nonetheless. Try to keep a constant speed as you drive between the barracks and pause your rams as you go. You may also use or two sections, but you should have enough time for a quick clean-up job before you head to the next area. In the second set of barracks, destroy only the left-hand group.



Remember that you get only bonuses for the battering ram per battery pack, so keep an eye on the write counter on your screen.



Dump the Side-sweep and climb aboard the Thunderbolt to take care of the main complex.

## A HIGH ROAD



The government has given its great lengths to provide security for the third sector, but it must be tough for us to order a patrol. Head up the mountain path to a small slope and the Ramboze. Drive it along the path to the crane. Transfer the door to the platform across the way and then walk across the overpass.



## B DOWN UNDER



Push the TNT against the concrete block to open the entrance to the mine. Search the tunnels below for the third sector and get a few stray RAs.



# 15 EBONY COAST

This mission is one of the easier of the day, but it is the Ebony Coast crisis. Once you reach the factory, switch to the overhead view to get a better perspective of the job at hand. Most of the TNT is clustered around the southern buildings, so use the map to plan which ones will be used where. While a building can sometimes be brought down with one blast if you hit it on the side, as the seam between sections, it's easier to just use two crates per building.

 18	 1
 20	 1



## BLAST SEQUENCE



Follow the train tracks and the railroad until you reach the factory. With the buildings, head up directly north of you. Use the two-center TNT crates to bring down the front building. Use the yellow and blue crates on the left to demolish the info building and the secured shed crates on the right to demolish the last building.



To save time, don't load the Hammer on the train. Move the train backward as far as it will go.



You should have just enough clearance to appear ahead of the engine car and onto the tracks.



Head through the tunnel and onto the highway. Follow the road until you reach the factory.



Use the two-center TNT crates, one of for the other, to demolish the first building here.



If you're on a budget, you'll need just six crates for the whole job. Save the one for the last blast.

### A HIDE IN PLAIN SIGHT



You could wander about Ebori Coast all day and not catch a clue as to how to complete the secondary tasks. Once again, don't take anything at face value. Explore and try everything, no matter how trivial it seems. In this case, flip the camera around at the start of the stage to see a TNT crate behind the train. Usant'll almost spend the tunnel to the south.



### B SPECIAL DELIVERY



Now load the Renegade onto the flatbed car and head toward the train station. Stop at the station and aim down it to reveal a crate of TNT. Load the TNT onto the flatbed car. Leave the flatbed car behind and head back the way you came. Don't worry about the TNT exploding prematurely if this crate is long gone and won't go off for a couple of minutes.



### C MR. BIG HEAD



With the train still going in reverse, roll past the starting point and through the tunnel to the south. When you emerge, you'll see a huge statue that looks like a cross between an "Ebori Island" hand and a cross between the game and the deep end. Stop the train, making sure that the TNT is as close to the statue as possible. The TNT will blow the statue apart and reveal the J-Bomb!



### D TRAILER PARKED



The J-Bomb will enable you to reach previously inaccessible areas around the stage. Be sure to look for the usant's trailer to the east, hit the Communication Point to the south and demolish the trio of "Big head" statues on the island off the coast.





# 16 OUTLAND FARM

The main farm buildings are built on a few small, stable slabs of concrete surrounded by grassy fields. The Backlash can't accelerate well on grass, so you'll have to learn to make your way within very tight spaces. Use the nearby outcroppings to bounce your truck around just before you hit a target. This will give your attacks more demolition power. Reverse back and forth a bit when you use the sidewise attack to plow through obstacles in a straight line.

	15		0
	20		0

## BLAST SEQUENCE



When the stage starts, follow the gully up and around to the left. Trying to shortcut across the grass will only slow you down. When you exit the gully, turn to the driver's right and head up the road. Don't bother with the buildings near the gully's exit. The main corner will not part themselves.



Follow the RDU through the gully. Keep to the center of the track to keep your speed up.



You'll bounce out of the gully and past (or through) a few buildings. Ignore them for now.



At the main complex, use the rock behind the long building to gain some extra momentum.



At the junction, take the bottom left corner off at the first building.



Use the small, paved space to gain up for another attack. Once again, aim for the arena.

## A TRAIL BLAZER

To finish the secondary tanks, repeat the stage and follow the gully. At the top of the ramp, turn left onto the grass. Dig up the stage to find a Communication Point. Keep going and you'll hit the main road. Dig up the stage to find the second Communication Point.



START

## B BISON RIDGE

The Bison Ridge run is just a straight test of speed, so your best bet will be one of the hot rods or the yellow car. As you head down the slope, you'll hit a big dip that will launch you into the air. At the bottom of the hill, turn right and cut across the rocky field. Turn right on all levels on the track.

01:20



## S LIZARD ISLAND

Well now, we've made it to the larger section of our mission for the Demolition stage, but because of the scope of this *Geode* stage, we show it in two parts, you with a full map with touching spheres or platforms within the Gold Record time will be difficult, but keep in mind that you need only top a target to destroy it. Be careful, touching water or lava will end the stage automatically.

02:30

### SLIDE RULES

The platforms slide back and forth between two points. Place yourself above a point along the line and float down slowly. The platform will slide beneath your metal feet and destroy itself!



Watch your target's move most pattern first. Push your jets to control your descent.

### TAP DANCE

Looking at the map, we recommend that you first head southeast to a platform over the water, then northeast to the volcano and so on around the perimeter of the stage. Unless you

want to risk getting the number of all hotshots, don't crowd the spheres in the volcano. Just position yourself above them and float down. When they explode, fire your rockets to escape.



## R GEODE SQUARE

All of the target spheres in *Geode* Square are located right near the center point. With all of these targets in various patterns, it's easy to get confused. Big 1 will call the crew and stick with their first strategy before making a Destroy the small building to find a Communication Point.

00:40



## T SALINE WATCH

There are three rows of target balloons each of the standing point, with a low Communication Point in the upper left corner of the stage. Don't worry, just top the balloons to destroy them. If you need to recharge your jets, go just get your bearings. The J-Dash can't cross safely as top of the bridge tower.

01:40



Float up, and the J-Dash can't cross safely as top of the bridge tower. As in the Lizard Island stage, hitting the water will end your run for the record.

# 18 SHUTTLE GULLY

One last Destruction-stage remains in the Medium level, and it will take some fancy driving to plow through this one. The skyfall dune buggy lacks raw demolition power, so you won't be able to smash straight through the buildings, even with the turbo boost. Instead, you must saw back and forth across obstacles, using the hills to build up speed or using the rock-strewn gully to launch your vehicle through the air to crash into targets from above.

 19	 1
 0	 0

## BLAST SEQUENCE

Nearly all of the structures will have to be demolished to make way for the transport. Keep an eye out for some large boulders strewn around the first group of buildings. You don't need a lot of running room to make good use of their just a few feet of clearance and a turbo boost off a boulder will be enough to take down most of a building, as long as your aim is true.



The faster you go, the more force you'll need to turn around. Ease up on the buggy's throttle and push the Control Stick left to flip around quickly.



## A JUMPING JACK FLASH

To pop a sphere, run straight toward one of the doors at full speed. As you do, one of the doors will rise. You'll bounce up out of the dip and set high enough to touch the sphere. The only real trick is timing yourself up correctly. To pop the single sphere to the north, use one of the large boulders as a launching ramp.



## B TREASURE, NOT TROLLS

Unless certain goals of bounty fans, you won't have any trouble with trolls under this bridge. Activate the Communication Post and then head to the northwest platform to finish half of ROGUS.



**U DAGGER PASS**

02:00

Head northwest to the first target. The main six platforms are a mesh and part of the starting point. From the fourth platform, head due north to the last platform. Some of the "windows" are blocked by glass shields, so you'll have to hit open slots in order to destroy the platforms.



• 38/224  
01:4.9

**W BABOON CATACOMB**

01:40

Two more levels taught us how to use the new block layout of puzzle pieces, and the principle used is simple: that pieces can be recycled here. Unlike last classic puzzle, however, both sides of this case are mirror images. Guide the Mako character to the center before you tackle the rear works. Swerve left and right to activate 120s in the side paths as you go by.

**V MAGMA PEAK**

Now it's time for us to venture into the

fiery maw of Magma Peak on one of your most hazardous assignments yet. The joltback will be tough to its limit, and while you'll be able to land on a platform or ledge with no problem, one touch of the scorching lava will end your crashing career in the way to an earlier (or not).

03:00

**HELL HATH NO FURY**

In your Gold Medal, use the trap to plan your attack. We recommend clearing out the first two targets to the northwest of the starting point then heading west to cascade up the side of the crater to the platform with two spheres. Walk your way around the crater ridge and back down to the lower level until all of the targets are destroyed.

**BLAST OFF**

After you've beaten the Gold Record time, revisit the stage and launch yourself out of the crater. A Communication Point is located on a small ledge above the crystal blue sea. The trap is not so bad after all, eh?

**MORE CORPS TO COME**

Magma Peak is the last stop on this month's Blast Corps worldwide tour, but the fun and destruction aren't over yet! We'll ramp up our coverage one last notch with strategic and shortcuts for the Hard Level stages in a future issue. If the crisis on earth is averted, you just might be taking your blast act on the road—a very high road, in fact!

**CRYSTAL RIFT**

# STARFOX 64



<ATTENTION! ALL HANDS ON THE STARSHIP GREAT FOX, THIS IS GENERAL PEPPER. ANDROSS'S ARMY IS INVADING CORNERIA—OUR LAND AND SPACE DEFENSES HAVE BEEN OVERRUN. THE STAR FOX SQUADRON IS OUR ONLY HOPE FOR SURVIVAL. FOX, ONLY YOU CAN SAVE US NOW.>



FOX McLOUD



<ATTENTION TEAM, THIS IS FOX. OUR MISSION IS TO DESTROY THE STAR WOLF SQUADRON AND SAVE THE LYLAT SYSTEM FROM ANDROSS'S TYRANNY. THE WORLD DEPENDS ON US, BUT DON'T FORGET THAT WE DEPEND ON EACH OTHER, TOO. OKAY, LET'S GET CRAZY. LAUNCH, LAUNCH, LAUNCH!>



Scramble! Scramble! Condition Red! The klaxon wails and red strobes flash as we sprint down the long corridor to the launch bay for Great Fox where our Arwing fighters stand ready.



**ATTENTION  
TEAR: THIS IS  
FOX**

After dropping into space, we dive like eagles, screaming out of the sun toward the green hills of Corneria for below. Suddenly the sky blooms with balls of fire and traces of enemy lasers. The shock waves rattle my ship and I nearly lose half of the controller. Then the can unit



splits out static like a mouthful of sand and I hear Falco's voice squawking above the interference.



**YOU'LL NEVER  
PLACE THIS  
BIRD'S TAIL**

Falco's in trouble, so I barrel roll to starboard to avoid a Venom fighter and boost toward the wheel on Falco's tail. You don't make it on the Star Fox team by ignoring your pals. I pop up behind the barrel and blast him. Snake pours out of his engines and the craft wobbles off and smashes into a hillside.



**LOOK BUT, AEE-  
YOU'RE PICKED  
UP SOME  
CORNERIA. TRY**

Falco knows all the tricks. I check the bopper's position behind me, then pull back on the control stick and perform a neat backward loop so that I drop down behind him. One smart missile is all it takes. The viper never knew what hit him.



**TWO TALKING  
KID. THAT'S  
GREAT. NOW DON'T  
GET CREEPY.**



**HELP! I'M  
HIT! I'M LOS-  
ING ALTITUDE!**

I spot the frog's Arwing in the distance, face-to-face with a robot the size of a city tower. Black smoke pours out of Slippy's engine as we move it, perhaps already too late. As we close in, the robot fires missiles and a spiral of energy



balls wildly trying to slap our fighters out of the air. From five-to-five we glimpse



vulnerable chink in the robot's armor and fire our missiles. The battle rages all around

the giant machine, then it's over as the robot crumples to the ground and explodes. Slippy is saved. Corneria is free. But Andross waits on Venom.



**GOOD WORK,  
TEAM. LET'S  
HEAD BACK TO  
GREAT FOX FOR  
WE PARTS. THE  
WAR HAS JUST**



## DATA UPLINK

SUBJECT:  
STAR FOX 64

Message follows...

STAR FOX 64 CONFIDENTIAL  
DESIGNER—E.A.D. GROUP AT  
NINTENDO  
MEMORY SIZE—64 MEGABITS  
MEMORY SAVE—GAME PAK SAVES TOP  
10 SCORES  
PLAYERS—UP TO FOUR PLAYERS IN  
BATTLE MODE

ONE PLAYER IN STORY MODE  
STARS—IS  
ACCESSORY—JUMBLE PAK (INCLUDED  
WITH THE GAME)  
EXTRA—BEGINNING MISSIONS, 3-D  
ANIMATED SCORES WITH 23  
SPEAKING CHARACTERS



## THE STAR FOX EXPERIENCE

When you enter the explosive battlefields of Nintendo's Star Fox 64 this June, be prepared for a new gaming experience—be prepared to take the leading role in an action-packed adventure, and be prepared to feel the action for the first time ever. When you plug in the Rumble Pak that comes with Star Fox 64, your controller... actually transmits

the bumps and blasts taking place on the screen so you can almost feel the bruises when you slam into an asteroid or take a liver blast on the port wing. But direct game feedback is just one of the revolutions you'll experience in Star Fox 64. The game also surrounds you in a world of dynamic sound where 23 characters talk to you and each other using 600 different voice messages. You'll hear from good guys and bad during the battle and during the 3-D cin-



ema scenes that follow. It's more than a game—and more than a story—it's interactive, immersive magic. So come along with us on our test flight of the first completed Japanese version of Star Fox 64.

## BY LAND, AIR AND SPACE

By fulfilling mission requirements and also covering maps, you can activate new areas and take different paths between the 15 worlds in Star Fox 64.

Unlike the first Star Fox game, the action now takes place in both Arwing fighters and the new Landmaster jet tank. It's never easy, though, because the Game Pak saves only your best scores, not your position in the game. In addition to the mid-air gun game, two, three or four players can join in on three variations of the Battle Mode in which you gun down targets for the highest score, fight face to face with a time limit, or engage in a sudden death dogfight. Your primary job in every mode is to blast enemies from the cockpit of your vehicle, or from a view point behind the vehicle. Lasers and smart bombs do most of the damage and items (in the story mode only) help you repair your ship and earn extra ships.



**DATA UPLINK**  
**SUBJECT:**  
**VOICES IN SPACE**  
*Message Follows...*

WHO SAYS NOBODY CAN HEAR YOU SCREAM IN SPACE? IN STAR FOX 64, AUDIO COMMUNICATIONS WILL SUPPLEMENT SCREEN TEXT IN A BIG WAY. FOR THE NORTH AMERICAN VERSION OF THE GAME, SIX PROFESSIONAL ACTORS GIVE MALL AND ONE (MALL) WILL PLAY THE VOICE ROLES OF FOX MCDONALD AND

HIS CONDOTS, AND ALL THE MAJOR ENEMIES, WHICH INCLUDE THE LIES OF THE STAR WOLF TEAM AND ANDROSS. IN ALL, 23 ANIMATED CHARACTERS WILL CHATTER WITH YOU AND EACH OTHER DURING ACTION AND CINEMA SCENES. ANOTHER VOICE WILL CONVEY GAME INFORMATION AND THE INTRODUCTION.

## THE FEARLESS STAR FOX TEAM

In *Star Fox 64*, you play the role of Fox McCloud, ace Coronnian pilot and all-around hairy hero. You'll notice that screens pop up during battle with messages from your three wingmen. By listening to the advice of your comrades and responding to their distress, you add to



the strength of the team. Some of the game conditions require that you have certain team members with you at the end of a stage in order to move on to another stage or access a bonus area. So when Slippy starts croaking about enemies on his tail, don't write him off. Instead, go to his aid and try to keep him in the fight.



## DRIVEN TO EXTREMES

You are what you drive. In the case of *Star Fox 64*, that means you are either an Arwing space fighter pilot or a Landmaster tank driver. During Story Mode play, the choice of vehicle is determined by your location. If you're on the ground, you drive the Landmaster; if you are in the skies or in space, you'll fly an Arwing. In Battle Mode you can control your character directly. Although you never fly the Great Fox mother ship, it is the launching base for all of your sorties, and it is from the Great Fox that you receive NUS computer messages.

Your piloting and driving skills are tested in two ways during the game. In some stages, the scene scrolls continuously forward and your control is limited to a 3-D corridor that may be fairly wide, however, so there is plenty of room to maneuver. The second type of area is a battlefield. There, you have complete freedom of motion in any direction, but there is a surrounding barrier beyond



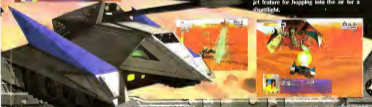
which you cannot move. You'll find one additional vehicle in *Star Fox 64* that doesn't fly or roll. It's a submarine fighter that carries you beneath the ocean waves.

## ARWING

The legendary Arwing fighter packs firepower and maneuverability. You can spin left or right to avoid shots and fire both lasers and bombs while using a heads-up targeting square to lock on to enemies. Arwings can make acrobatic maneuvers such as loops, as well, and they can accelerate or brake at your command.

## LANDMASTER

The Landmaster tank races over the terrain at high speed, dodging debris and enemy fire. The tank can roll sideways out of danger, just like the Arwing, and it has a cool jet feature for hopping into the air for a short flight.



**DATA UPLINK**  
**SUBJECT:**  
**RUMBLE PAK**  
*Message Follows...*

THE FIRST VIRTUAL FEEDBACK ACCESSORY DEVICE FOR THE N64 WILL BE PACKAGED WITH EVERY COPY OF STAR FOX 64 SOLD IN NORTH AMERICA. MAXIMUM PLAYER IMMERSION IS POSSIBLE ONLY WITH OPERATIVE RUMBLE PAKS.

**DEVICE DATA:**  
FEATURES MODULATING INTERNAL DC MOTOR. PLUGS INTO CONTROLLER P.A.T SLOT OF N64 CONTROLLER. REQUIRES 2 AAA BATTERIES.







**BE CAREFUL, OVERZEALOUS HEROES! AND THE STAR FOX WILL STOP AT NOTHING TO DESTROY US!**



## MISSION BRIEFING

Cutting a swath of destruction through the Lylat System won't be easy. Fifteen battlegrounds wait to be conquered by Fox and Friends. As you can see on the system map, more than one route leads from Corneria to Venon. In fact, each area contains one secret mission that can take you on a new path if you fulfill the requirements. And if you find all of the secret missions in the game, you'll find an additional surprise waiting for you.

## PLANETARY EXPLORATION

The many worlds you encounter present many faces, from the green, populated climes of Corneria to the dangerous seas of Aquas and the ravaged plains of Venon. But some things never change, such as the defensive installations and forces set up by Andross, which continually fire upon the Star Fox team. New dangers crop up everywhere. Buildings come crashing down as your Arwing swoops to safety. Squads of enemy fighters appear out of bunkers. Giant walkers as tall as towers march toward you waving mechanical pinners that can crush an Arwing. Interior areas often include even more dangerous obstacles such as sliding panels that block off narrow corridors.

And at the end of every level is a final guardian with awesome firepower and a hidden weakness.



**DATA UPLINK**  
**SUBJECT:**  
**ITEMS AND WEAPONS**  
*Message follows...*

**CORNERIAN FORCES UPDATE:** ALL ARWING AND LANDMASTER UNITS HAVE BEEN EQUIPPED WITH LASER CANNONS AND A SUPPLY OF SMART BOMBS. TARGETING COMPUTERS ARE LINKED TO GUIDANCE SYSTEMS FOR A SEAMLESS USER INTERFACE. REPAIR RINGS WILL BE DISTRIBUTED AS REQUIRED IN RATTLE ZONES.





## STAR WOLF TEAM

For every hero there is a villain. In the case of the Star Fox team, that means the Star Wolf team. (Apparently it never got its ships off Venon during the first game [for the Super NES].) This brotherhood of badness includes the leader, Wolf, Leon the chameleon, dastardly Pigma who betrayed James McCloud, and Andrew the baboon, who just happens to be Andross's Nephew. The Star Fox team will engage the Star Wolves all many worlds.



## ANDROSS AND COMPANY

When this mad scientist turns his genius to evil, the Lylat System faces its greatest challenge. Andross remains the final and most frightening enemy.



THERE IS NO GOING BACK NOW. EITHER WE WIN EVERY BATTLE... OR WE SPEND ETERNITY AS SPITE DEMONS.

Aboard the Great Fox, we look out at the gathering forces arrayed against us in the vast asteroid field. We outnumbered one hundred to one or more. The onboard computer, NUS, slick off our odds for survival and suggest that we come up with an alternate plan.

## DATA UPLINK SUBJECT: BATTLE MODES

Message Follows...

TWO, THREE OR FOUR PLAYERS TAKE ON THE ROLES OF THE STAR FOX HEROES IN A FIGHT AGAINST EACH OTHER IN STAR FOX 64'S BATTLE MODE. THE BATTLE TAKES PLACE IN ONE OF SEVERAL HUGE ARENAS. YOU BEGIN BY FLYING AIRWINGS, THEN,

ONCE YOU'VE BEEN SHOT OUT OF THE SKY, YOU'LL SWITCH TO THE LANDMASTER TANK. FINALLY, IF YOU LOSE YOUR TREADS, YOU'LL FIND YOURSELF ON FOOT, ARMED ONLY WITH A SHOULDER RAZOR-GUN. IT'S EVERY ANIMAL FOR HIMSELF!



# DOOM

## 64

Midway has reignited the inferno to forge an all-new version of Doom exclusive to the N64. Doom 64's frightfest seethes with enough demons to doom most players, but with part two of our Space Marine survival guide, you'll at least make it through Levels 11 to 18.



### Terror Core

**1** As soon as you start Level 11, turn around and activate the east wall to open up a Secret Area. Inside you'll find a Bonus pack to help you beat the Evil Deceiver waiting outside the entrance.



**2** Go on a search and destroy mission for demons patrolling the room. The area is overflowing with blood pillars, so stave around the corner. Flip the two Switches at 2. The left Switch activates Area 3, and the right Switch activates Area 4.

**3** Grab the Blue Skull Key in the northwest alcove, then unlock the blue door at A. Area four Super Shotgun and be ready to bridge (usually, because a Hell Knight is on guard) behind the entrance.

**4** From the pair of Switches, sneak southeast through the River Cen's area to enter the tunnel at 3. The southeast wall opens and closes at regular intervals, so wait for a ccess. Your patience will be rewarded with the Glickpeck and Super Shotgun hidden behind the tunnel's wall.



**5** The door to the north opens as traders with the door at 5. Open Door 3, then dash north across the hall to add the Rocket Launcher to your inventory. Return to 5. Once you enter, look for the smoking of the Spacroc. You won't be able to run him, but his proved as a dead giveaway. Fire exactly down the east end vault hole to silence the invisible threat.



Doom TM & © 1995, 1997  
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reserved.

**2** An army of Knights and Imps patrols the floor and the upper ledge to the west. Use Super Shotgun to efficient and effective against most demons, or aim it. After waging war against the demons, flip the Switch. Behind the northeast doorway, demons will try to scorch you with their fireballs. You'll have a chance to hit them, but the torch blocking the doorway prevents them from attacking you. Decline open fire on the sitting ducks and open fire.

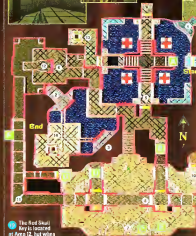


**3** Tour the courtyard to gather supplies, then head south. When you trip Switch C, you'll activate the elevator at F, but you'll also receive a pack of demons in the courtyard.

**4** An automatic weapon will be your best defense, so arm your Chainsaw or a laser weapon.



**5** Take Elevator B to reach a Two Rockets on the left. Knight in the doorway west of you. Flip Switch D, then release yourself in the doorway. A Mergo is in guard of C, so as the doorway for another. Stay low with your Rockets, then use the teleporter at B to wrap to E.



**6** After snagging the Yellow Key to the west of you, give search to activate the second story wall Switch. If you fall the Use Barrels just as you fly by the Switch, you'll open Secret Area 10.



**7** Follow the curving passage to load up on Demons. The path leads to a ledge facing a Super Shotgun on a ledge to the southwest. The jump is difficult, and it might be easier to leap backwards, using your Map for guidance.



**8** Run to the Cornerstone, then hop onto the corridor's western ledge. Stand in the southwest corner to barely open Area 8. Quickly slam along the ledge to F. With a running start in F, jump to the eastern ledge, then head to G for the Area.



**9** The Red Skull Key is located at Area 12, but while you grab it, it will unlock a block of Lost Souls. The weakness of losing skills will freeze when you die at them, so arm an automatic weapon such as your Chainsaw or Plasma Gun before taking the key.



**10** The teleporter sits on a platform that barely lowers when you open the red door, so quickly enter and wrap before it's inaccessible. Keep your Chainsaw wound up, too, because Zombies wait at your destination.



**11** Space Marines can never let their guards down, so wrap to H with gas (ing). Your willingness to commit fire is made up of trigger-happy Zombies. Make them feel unwelcome by returning fire, then flip the Switch in the southwest corner to make you get away.



## Altar of Pain

- 1 Walk through the mark and clear out the enemies including the most and surrounding fortresses.

second, activate the north wall of 1 to open the Secret Area that conceals a Supercharge.



- 2 Collect the Area 2 to Area A. Walk around the perimeter of the circle to light any lamps and domains in your path and on the upper ledge of the circle.

- 3 Flipping Switches is the key to getting through Door A, and Flipping the Switches at 3 will help you get the Blue Key. Trip the Switch, then journey through the corridor lined by A. At the end of the tunnel in Area B, you'll find the Key.



- 4 Trip the Switch south of 4. A platform will rise temporarily to bridge the gap to 5. Sprint across, then head for the Fall at 6. As you approach it, bars will lower in front of it, and a trap will appear behind you to prevent your departure. Quickly face north to hit the trap. Your victory will remove the bars to let you safe passage to unlock Level 13.



- 5 Ride the elevator across from 4 to reach 8. Grab the Yellow Key. Once back from the platform to the south area to clear the Supercharge. Many of Doots 64's

Secret Areas are pointed out by subtle clues. The Supercharge area is shaped like an arrow that points to a spot at the wall surrounding the most. Take a large of both and jump into the well—it's a hole only an Elixir can cancel a cave. Spar with the Elixir to win access to the ultimate Exit teleporter that sends you to Level 20. You're on your own if you enter, so if you don't have the exit, head for 9 to take the normal Exit.



- 6 The new laser weapon exclusive to the HD's version of Doots 64 is on top of the altar in the center of the room. The Elixir won't give up the special weapon without a light, so

stock up on the Elixir, Armor Boxes and Health Domains surrounding the altar. When you hit the Switch to reach the altar, traps will immediately attack from the north to defend their shrine, so be ready to withstand the new weapon on them.



- 7 From north the circle is entering to the east wall. Shoot the Knight, grab the Health Domains, use the Switch in the middle hall to make them appear in the east hall. Climb them to the Platform One and hit the Switch behind it.



- 8 Hit the Switch west of the blue door to activate the nearby elevator. Ride it to the upper level, then trip the Switches at the 5 and at Area C to open Area 5.



- 9 Elevator Area 4, then follow the middle

hallway around the fortresses. Trip the southeast Switch, then branch Northwest to the Hall Knight at 7. Hit the Switch at 7, then take the elevator at 8 to the top of the wall, which also holds the Red Key.



- 10 Hit Switch T and catch the Portal invisibility Sphere. Run to 8, then open the red door to battle the Bosses of Hall. If you want your attack from the bottom of Doots 64, you'll be far enough away as the Bosses can't see you. Save

away by using the Doots One behind the order on the first 4 doors will absorb the spheres' abilities.



## Dark Citadel

1 Shoot the doors in the north hall, but beware of busy traps. The switch corner opens up at least three along the sides of the hall, so stay out of the traps—by walking down the center of the hallway.



2 Head north, while staying in the center of the corridor to avoid the traps. In the north corner, knock the wall to expose the Secret Area. Inside, you'll find a Redstick and a cache of Rockets and mines to fill it with.



3 The Shotgun on the other side you to be attacked by a Swarm of Hell. Take the bait and immediately fire in front of you. The walls will drop, and the force will charge you from the west. Defeat the force, then trip the Switch on the west side of pillar B to open it.



4 Walk a few steps past the doorway, but don't walk too far into the floor—your steps will cause the floor to drop into a pit of lava below.



5 Specters lurk in this forest of pillars. Head down the passages, then flip the Switch on the north side of the center pillar to open C.

6 Quickly leap from the ledge across the two pillars to reach the Mega Armor. It may be easier to see your way for guidance.



7 The red arrow on the map points to an unnecessary wall concealing a Supercharge. Power up with it, then go to 7 and far through the windows of the three of legs and Condemners razing it.



8 Jump into the fan and grab the Key. Hurry out, or you'll get burned by the fan and the attacks of the Bunnies. After departing, you can finally open that yellow door to fight the B force guarding the Exit. Take her out, then make your way out by hitting the Switch.



9 Try the Switch for an elevator ride up to the Red Key. When you take the Key, you'll summon demons to Area 9. Go straight back from Area 1A, take a rest of the demons you'll be able to hit their fireballs high enough to reach you there.

10 The maze is filled with dead spots where you can get caught all guard. Avoid surprise attacks by strafing around corners. As the yellow arrow, flip the Switch to open G.

11 Activate the shield by the white arrow to lower the small headbunnies. If you stand in one of their spots, a knock-out will encourage to hit you up.



12 To reach Area 12, flip the Switch on the north side of the post that hangs from the ceiling. The Switch will lower the floor to the library of Area 12.

13 Destroy the Bunnies, return to Area 7, then jump from the window to get the Insurmountability Sphere. Flip Switch D. Even though you'll trigger a massive cart attack, you'll be invincible to the onslaught. Follow the arrows to the Blue Key at E and the elevator out.



14 A good secret's hard to keep: hidden behind the north wall of 10 is a Secret Area bearing the powerful BIG 3000 and a Mega Spleen. Open the wall, then follow the Area's hallway north for a weapons upgrade and head east for a B Switch. Don't.



15 Jump down from Area 3 to Area 8 and a near the room for legs and Condemners. Enter F with the Blue Key, then turn to the Switch inside.



## Eye of the Storm

1 **War with the Hell Knights**  
 Does the east elevator and the **Arachnatrix**, **Doll Dancer** and **Hell Knights** fight the west channel. When the **Arachnatrix** falls, you can continue your search by passing them up as they'll attack one another. Fight the subsequent waves at **Lost Souls**, then obtain the **Key** at **A**.



2 Much of the castle's west side is removed on its east side, so many tanks will have to be repositioned on its opposite counterpart. At both **Areas 2**, stand on the ledges to lower box **D** and reach the **Switch**.



3 **Flip the Switches** of **Area 3** to access **4**. Then the right panel at **C** to briefly open **D**. Dive into the pool, then catch the area by the green bridge on the map to enter the **BFG 5000**.



4 **Area 4** is plagued by a **Greenman**, a **Pala Eleventh**, a **Miscabian**, and **Lost Souls** and **Imps**. The rapid fire **Plasma Gun** slowly kills most of the demons, but the area will continue to overflow with enemies unless you destroy the **Pala Eleventh**. The **Imps** doesn't prove out sources of **Lost Souls**, so try to defeat it first. Shoot the **Lost Souls**, **Imps** and **Greenman**, then send your **Reckless** barfing at the **Miscabian**.



5 **Area 5** is a **Level** we hope or **Demon**, **Imps**, **Lost Souls** will change you from the **Environment** or you enter **Area 5**. Shoot past them to reach **E**. If you flip the **Switch**, you'll open **Door E** and reach **Hell Knights** and **Imps**. The **Confusing** hole of **3** makes it easy to get crossed, so return to the courtyard of **Area 4**. Use the **Imps** outside or fire your weapons at them through the windows of **5**.



6 **Open** the north or west door leading to **Area 6**. Then step into with an **extreme** weapon to obtain the **Walls** of **Lost Souls**. When you've fractured all the **Walls**, head to the **Switch** in the southeast corner. If you trip the **Switch**, you'll pass up the **teleporter** in the corner of the **Area**. Flip as top of it to warp to **Level 7**, **Dark** before.



7 **Keep** your guns warm and up, because when the **closet** or **lifts** you to **Area 7**, a **Zombie** will be waiting to **shoot** you. **Slow** him down, then use an **extreme** weapon before opening **Area** of the **doors** leading to **8**. **Defeat** the **Imps**, not only will you find the **Exit**, but you'll also find a pack of **Lost Souls**.

8 **Shoot** the **Imps** of **Zombie** based on the **stairs** and **subject** **lower** levels to the **east** and **west**. Lay them to rest, then **interact** with the **Spanchberg** at **G**. **Moving** **Deciduous** to the **surface** will be accompanied by your **armor**, so **ready** your **guns** and **ground** them.



## Dark Entries

- 1** Activate the portraits on the south end south walls to make a Shotgun and spear appear. Open the door, but stay in the doorway. Fend off the demons or let them fight amongst themselves. When you hear the tray die down, head out.



- 2** Once you enter, the skull goes to the east end west wall. Use each a doorway of doorway nearby of you. Put to the southeast corner where the remains won't reach you. When the smoke clears, warp from A to 3.

- 3** Use the low inhibitor and low into the cable to deactivate the Archwreath. Open C, hit the south Switch, then watch the cables. If you flip the Switch directly across the cable the sphere first appeared on, the key will appear. Walk backwards into the key, then insert the Lost Souls.

**4** Open the blue gate as 2 to warp to 4. You'll materialize in the middle of a maze corridor, so rush to the 0 Area. The Archwreath won't have a clear shot at you, so focus your firepower on the traps. Kick them, then shift the direction of your attacks on the robot spawners.

- 5** The traps in the cable flexing the corridor will test and seal/kill you with fireballs, so make them into the dust before you jump into the hall.



- 6** If you're a quick-thinker, the Mega Armor and Supercharge could be your prizes from the minister of 7, shoot Switch 8, quickly pivot right, then shoot Switch 1. The platforms surrounding the houses will briefly lower, and if you're fast enough, you can board a platform to ride it up to the lava. See your because 4, then warp from 0 to Area 4.



- 7** Area the Rocket Launcher you find at E, then blast the traps in the cable and the fences on Platforms 6. Hit Switch 7 to power Warp 0, then use your Shotgun at the Lost Souls flying behind the mirror of 7.



- 8** Sprint south through the lobby to your ball to avoid being hit by the dust. Grab the Red Key in the northwest room, then blast the Doors of Hell to the south. Warp from 4 to 7, destroy the Archwreath and Lost Souls, then open the red door. A Door of Hell awaits between you and the East. Blast him for your ticket to Level 76.





# Blood Keep

- 1 After shooting the soldiers in A, enter the cell. Watch your back, because Zaniba will attack from the west. Open the west window by activating the skull portrait. From this window exit the area to the east. Meet the demons outside.



- 2 As only your gun and short the Zombies stationed behind the red door, flip the Switch to activate the western elevators. Ride to the upper ledge. Beat the leg, then hit the Switch. Mooma Rooster attack against the force you've released on the main floor. Beat the one-down cast, then enter the holding area to flip the east Switch.



- 3 Shoot your way through the tunnel to hit all legs. Arm your Chargino at D, then hit the Switch to lower the Supercharge at the north end of the ledge.



- 4 When you power up with it, Lost Souls will flood the tunnel. Use Survey Ballista into the window. Reenter the tunnel to claim the Key.

- 5 Radioactive waste fills Beve's, so leap if you intend to island to reach E. If you fall into the toxic waste, wear only way to safety is to quickly trade back to the room's entrance. Once you've hopped to E, fight the Hell Knight behind the door to earn the Blue Key.



- 6 Activate the panel at F to briefly raise the beam blocking G. Carefully run to the bookcase perpendicular to the beam and knock it to lower it, then a chest in its up. If you load into G as soon as the bookcase retracts, you've just earned past enough time to act.



- 7 Shoot the Spectre down the hall, then enter F. Eliminate the Knight and legs terrorizing the library. Activate Rockance II to reveal a Secret Area.



- 8 When you hit the Switch, the north and south windows will open to expose you to the attacks of Cocoonmons and Lost Souls. A vast sea of retaliation will mean you lose doors, so arm your Chargino or Plasma Gun. Tip the Switch, then quickly back away from the windows. Once you've shot the demons to pieces, hop out the south window as a lead to 9.

- 9 Stack up on the shelves along the terrace ledge, and shoot the legs patrolling along the top of the west walls. When you've nullified the area, activate the switch at B to lower the Shotgun at C. Add it to your inventory, then journey through the east.



- 10 While to 2, see Activating the leg as guard there. Take the elevator to the top level when the Key waits for you. Soldiers also await your arrival, so be prepared to fire to the north as you on the elevator takes you up.



- 11 Archestrain guard 10 by clearing levers from the 6 cells that block the yellow door. Strip in your Rocket Launcher and, from the stairs, fire your missiles into the cells. When the chest is clear, enter 11.



- 12 Break the hall above a few pit, got all but the middle pathway of the floor will drop into it. If you fall into the burning ring of fire, you'll meet an unapproachable mine. Play it safe by fighting from the doorway. Once you've exhausted the room at its entrance, the floor will drop out. Enter the room and carefully traverse to the Exit.



## Watch Your Step

**1** Watch your step, because several enemy groups will appear at the end of the hall. If you overshoot at such corner to wipe you with the demons. Facing north at 1, use your Super Shotgun to battle the Imps, Spectres, and Hell Knights.



**2** Fight the Cyberdemon from behind the bars of 2. He won't let you there, but you'll be able to view and defeat him with your pump-action breasted laser gun. The Cyberdemon may be your toughest foe so far, but even more treacherous demons lie ahead.



**3** Wave after wave of demons will flood the arena. First the Zombies will appear in the center and the Hell Demons will begin that appear in the sides of the arena. Switch to Rockets to battle the Knights, Amalgams and Mancubians, then quickly retreat to the east hall.



**4** Enter Area 7 to increase your health with the Mega Sphere at the end of the lower Armory of demons walk in Area 5 for you, so power up with the Invulnerability Sphere at the next alcove of 7.

**5** Collect the Blue Steel Key and restock on ammo at 2. Wait for the Red Demons to stampede from 2. Since they can attack only at close range, conserve ammo by mopping them with your Chain Saw. Arm your Rockets, then head to 3.



**6** At 3, launch a massive attack against the Knights, Imps, Spectres and Cyberdemon approaching from 4. Lost Souls will inevitably blaze into the melee, so use your Plasma Gun for quick retaliation.



**7** Still more will flood in from back around the level. Fire your Cyber Shotgun on one Hell Knight, then scout the area for supplies and any demons you may have overlooked.



**8** You can see the Pale Elemental shimmering in Chamber 5, but you can't attack it until you open the gate. If you're lethally low your Plasma Gun as soon as you raise the gate, you'll destroy the Elemental before it has time to react. After it explodes, hit the Switch to access the elevator.



**9** Get rid of the Imps waiting in the circular hallway, then teleport from A and C to B. Drop down from Warp A, C and B to collect the Health and Armor Demons on the ledges below. At Warp A, shoot the bad guy by D to open the Secret Room behind rock. In the room at Warp C, then trap the Switches in both of the Secret Rooms to open up Secret Area 7.



**10** Back into E to call up in the Mega Armor. Blast the Imp who blocks in as you face the west, see D also alert Cyberdemon and Lost Souls outside in the main hallway, so keep your trigger finger pressed up.

**11** When you push the Berserk in D, an Imp will attack from the east. Stay on guard by backing into the Berserk. When the Imp continues you, the Berserk will have increased your punching strength, so sock it to him.



You're quite the trooper if you've made it this far, but you're only halfway through the game, soldier. In the second and darker half of Doom 64, you'll have to endure under an army of demons and dangers. More secrets and tricks are also hidden in the necropolis, but to find them, you'll have to wait until our recon team relays info on the next levels. In the meantime, stick to your guns and don't wander too far, or you'll have the devil to pay.





## BARNACLES BANANA BIRD TOUR

Grizzly's Banana Bird hunter! (Barnacle Bear here, I bet you didn't know an old self like me was savvy to the ways of the wilderness, but I know exactly how the Banana Bird flies. Listed below are the 15 hidden habitats where you can find this Rare Bird.

**Score Four with the Motorboat.**

**#1** Go ashore on Bounty Beach.

**#2** Swim into Smuggler's Cove on Lake Orangatang.

**#3** Trade the Shell for Barnacle Bear's Banana Bird.

**#4** See Brash after you top his record time in Riverside Race.

**Free Three with the Hovercraft**

**#5** Run aground near the Kong Caves.

**#6** Swim into Bounty Bay inside Cotton Top Cove.

**#7** Complete Mekanos Island, then pick the Flower growing near Bramble's Bungalow and give it to Bramble.



## Push Past Blizzard's Base Camp

Warm your hairy toes at Blizzard's Base Camp, then hold left on the Control Pad to push onward toward K3's summit. Just above the cabin you'll find Glacial Cootie. Remember to pick up Blizzard's Present—you'll trade it later to rescue another Banana Bird.



## Swim North of Blue's Beach Hut

Bounty Bay is a hidden harbor due north of Blue's Beach Hut. This cave is tough to find, and a few players founder as they swim around in circles. Press Up on the Control Pad while treading water near the rock walls on the right side of the waterfall on the left.



## Fire up Old Bessie

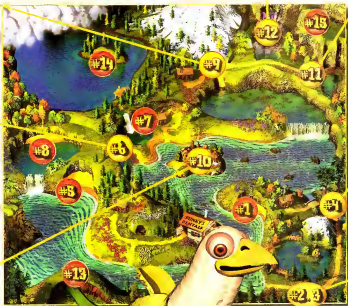
If you take the present Blizzard Bear gave you to Blue Bear in Cotton-Top Cove, he'll give you a Bowling Ball. The Bowling Ball doubles as ammunition for Old Bessie, Bazooka Bear's prize cannon. Cave the ball to Bazooka. He'll launch you into Sky-High Secret.



## KAOS KORE

### The Secret of Sewer Stockpile

There's a special way to swim around the rocks to unlock the gates of Sewer Stockpile, a secret cave in Kaos Kore. Give Battle Bear the Mirror so he can crack the code revealing the secret path for opening the gates. Of course, you could just swim circles around the rocks and see what happens.



VE



## RAZOR RIDGE



### Give Björn the Wrench

Björn Bear could fix his rickety chair if he had his Wrench. Barter Bear will trade the Wrench for the Mirror. After Björn repairs the lift, he'll give you a free ride up to the highest point on Razor Ridge. That's where you'll find Clifftop Cache.



## BARNACLES BANANA BIRD TOUR



Five Arrive with the Turbo Ski

#8

Play the tune in the Undercover Cave.

#9

Break the ice in the Glacial Grotto on K3.

#10

Deliver Blizzard Bear's present to Blue Bear in Cotton-Top Cove. Take Blue's Bowling Ball to Bazooka's Barracks in Mekanos.

#11

Trade Barter Bear the Mirror for the Wrench. Take the Wrench to Björn on Razor Ridge.

#12

Reclaim the Mirror from Barter Bear and give it to Baffle Bear in the Kaos Kore.

## KREMWOOD FOREST



### Set a Record in Riverside Race

Beat Brash Bear's record time of 1:15 in Riverside Race to discover Arich's Hoard. Pop into Brash's cabin and tell him about your feat. He'll have a ground-pounding temper tantrum that will jar loose a log, creating a bridge leading to Arich's Hoard.



## LAKE ORANGATANGA



### Two in the Lake

You can swim to both the Banana Birds in Lake Orangatanga, but you'll need to take the Seashell with you. Buy the Seashell at Bazaar's General Store and give it to Barnacle Bear, then swim beneath Lake Orangatanga's north bridge and explore Smuggler's Cove.



Free Three More with the Gyrocopter

#13

Drop in on Belcha's Burrow.

#14

Land on K's Kache.

#15

Soar to Hilltop Hoard.



# LOST VIKINGSS 2

Coming Soon To  
Your Super NES  
From Interplay





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**NINTENDO**  
**POWER**



# DONKEY KONG

# COUNTRY 3

DIXIE KONG'S  
Double Trouble!

# TEACH K. ROOL A LESSON HE'LL NEVER FORGET



## WRINKLY KNOWS THE SCORE

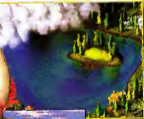
As you rejoice with Banana Bird, it will fly back to Toad in Wrinkly's jumble-abele. Count the birds, some self or check your total whenever you save your game. When you get close to completing the game, the birds inside Wrinkly's house will become restless. It's time to find all the birds once you've collected all the DK Coins.



Save and Dixie can't back this message up! Holding the Down Arrow key will allow the Queen Banana Bird, but all 15 Banana Birds can do it. Find the birds and get them free.

## FREE ALL FIFTEEN BANANA BIRDS AND UNLEASH THE WRATH OF THE QUEEN BANANA!

DISC 3 isn't just about rolling around levels and stomping on K. Rool's Kewlings if you free all of the Banana Birds in the Crystal Caves, you'll score 103% and see a special ending. To rescue a Banana Bird, you need to find its hidden cave and mimic the crystal melody echoing in the chamber. Head on and learn the locations of every bird in the game.



If you free 15 Banana Birds from the crystal caves, the fact will smash the spell that holds the Queen Banana Bird. She'll trap on K. Rool with a funny twist to the ending.

# EPIC CENTER

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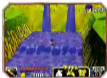
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## MYSTICAL NINJA ON N64

Screen shots of Konami's Goemon 5, have been appearing in Japanese gaming magazines for several months, and they clearly show a high level of quality and a wide range of settings, actions and camera angles. Although Goemon isn't an RPG, it does fall into the category of adventure



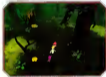
games such as Zelda and Gine, and a little-known Super NES title called Legend of the Mystical Ninja. In fact, Pak Watch has it on good authority that Goemon will be introduced before the end of the year in North America with



the title, Legend of the Mystical Ninja. The hero of Goemon uses items, weapons and tools on his adventure, has a heart meter (just like Zelda), and talks to folk in the medieval Japanese setting in which the game takes place. As it is likely that this game will be released before Zelda 64, it should go a long way towards whetting the appetites of adventure fans.

## MORE EPIC PICS FROM EARTHBOUND 64

The developers at Nintendo HQ in Kyoto can't seem to contain themselves when it comes to sharing their latest work on Earthbound 64. Who are we to argue! This latest offering shows the Forest of Chuzena, where the game is said to begin and where you can meet villagers collecting mushrooms. As you wander in the woods, you'll come across a pipeline with water running inside.



During the winter months, you'll have to bundle up for the heavy snow. And if you run into this army of porkers, whatever you do, don't harm it up.



# WONDER PROJECT

## WONDER PROJECT 2



© 1998 GARDINNET/ENX



Enix's *Wonder Project J2* is available only in Japan, and there are no plans to introduce this 16-bit game in North America, but it's an interesting title. This game doesn't have flashy graphics, but its innovative concept and software interface is worth checking out. Read all about it in this month's exclusive Epic Center report.

As a video game, *Wonder Project*

*J2* defies categorization. The only award game similar to it was its predecessor,

*Wonder Project*, a Super Famicom title released in Japan two years ago. In *Wonder Project*, games pro-

## NOW PLAYING

grammed an android girl named Pino. *Wonder Project J2* follows this same "blank slate" premise, but the plot centers around an orphaned android girl named Joseite.

Joseite's artificial intelligence allows players to teach her about the world. While her memory chips retain copious amounts of information, she has a hard time understanding common sense issues. Her judgment is frequently clouded by her volatile emotion chips.



The game begins with the passing of Joseite's creator, Professor Jeput in the final moments of his dying breath, the professor tells Joseite to go to Cairo Island to find you. You will be Joseite's teacher.



Since you can't control Joseite directly, you'll need to use RFD, a special communications robot. In the bottom far row in this comic, you instruct RFD to pick up a few items necessary for teaching Joseite.



Joseite's volatile emotion chips react according to your instructions.



Later on in the game, you'll discover that Josette holds a mysterious alien power. The vile emperor of the Siliconian Empire will stop at nothing to steal the power and rule the world.



Josette will frequently pause the action to ask you questions. Your response can help or hinder her intellectual development.



making it tough for players to interact with her.

As you explore Colro Island, Josette will ask you questions. It's up to you to show her the difference between right and wrong.

## IN JAPAN

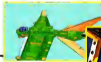
Unfortunately, your responses are limited to "Yes," "No," "I Don't Know," "Take This," and "Go Here." These succinct replies are often misconstrued, allowing an overzealous Josette to jump to incorrect conclusions, creating hilarious and frequently frustrating situations. To further complicate matters, you must communicate all of your instructions through a flying robot companion named Bird. Since the game action is nonstop, you have to be quick about relaying your intentions to Bird, especially when Josette wanders into perilous situations.



explore.

With the exception of three arcade areas, most levels are one-room stages where Josette must solve problems and interact with her neighbors. As you progress in the game, you'll uncover an evil plot to take over the world hatched by the Siliconian Empire. If you've trained Josette properly, she'll find a way to foil the plan. Aside from guiding Josette through several 3-D mazes, players must passively watch the animated sequences unfold near the end of the game. Depending on your programming and patience, Josette will either save the world or create the kind of chaos that only a computer can produce.

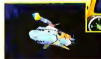
You can only watch the best part of the game unfold. If you've properly trained Josette properly, she'll do everything right and save the world.



Wonder Project 2 has 25 areas to



Josette needs to earn money, so you'll help her learn several new skills, including piloting a flying submarine and flying a plane.



## HARVEST MOON™

*Don't waste your time on a poor farm! This month's Epic Center shows you a vault full of strategies on how to become a rich rancher in Natsume's Harvest Moon. Just remember—Money won't buy you the happiest ending!*

### JUST GIVE ME MONEY—THAT'S WHAT I WANT

Your ending in Harvest Moon depends on how much happiness you find during your 300 days on the farm. Money won't buy you the happiest ending, but some aspirin—if not slightly grumpy milkmaids—love to find ways to up their gold coin totals at the end of the game. With this in mind, we've put together the top secrets for fattening your barn into financial success.

#### Grow a Bumper Crop

Time is money, especially when you have crops ready to be picked or seeds for planting. Pay close attention to get a rise on task, especially during the spring and summer. Since time stands still inside the hen house and cattle barn, make those buildings your first stops in the morning. Milk, brush and talk to your cows, then collect all your eggs and feed your chickens. You can complete both of these tasks before the clock can tick past 6:00 a.m. Next, spend your time in the fields picking as much pro-

duce as possible before the shopper arrives at 5:00 p.m. If you don't have produce to pick, gather berries, bulbs, herbs or mushrooms in the nearby forest and stock them in the shipping bin. Never let a day pass without making money.

#### Plan Your Plots

You should optimize your growing areas so you can maximize your crop yield. If you build a 3x3 square, you won't be able to harvest the plants in the middle of the



You can't water or pick the crops in the middle of a 3x3 square, but you can develop a strategy for designing your garden.



A seven-square checkerboard layout equidistant from the plot design, but it's easy to water with the sprinkler.

square. The slinky C-shaped, seven-crop plot allows for easy watering, but it will yield only seven crops.



An eight-square constant yields a large number of crops while allowing complete access to all your vegetables.

In a 3x3 area, a fat C-shaped, eight-square plot is a little harder to water, but you will still be able to access all the crops, and you'll get the most money out of your initial investment. Build a fence around your garden to protect your produce from wild animals, but leave a path between your garden and the fence so you can pick all of your vegetables. Until you



Build three rows of produce in a copy to water, but only 2/3 of which you plant will grow, so your profit will be intense.

have a full-grown horse, you'll want to plant your crops as close as possible to the shipping bin. Plant your plants in outlying areas around the farm.

#### Run, Don't Walk!

Hold down your B button to run from task to task. Running saves valuable time and doesn't deplete your character's energy supply. Every fifteen seconds of real time equals an hour in the game, so try to spend as little time as possible moving between your chores. And avoid the fences—jumping fences takes longer than running. The fewer fences you have to visit on your daily routine, the faster you'll get your work done.

#### Rake in the Moooola!

Your Dairy can be the biggest source of revenue on your farm, so milk your cash cows for everything they're worth. It takes 21 days for a store-bought cow to mature, but you'll spend twice as long raising your own calves. The sooner you can milk your cows, the quicker you'll turn a profit, so save time and money by purchasing all your cows at the Livestock Store. If the owner of the Livestock Store won't sell you a cow until you grow more grass, try selling him a few chickens. Unlike in real life, cows and chickens eat the same amount of food in Harvest Moon. Since cows can't earn more money for you than chickens, it makes added sense to keep more (happier) than cows. Finally, your cow produces more milk when she's happy. Talk to your cows and brush all of them each day when leading them. A dairy full of contented cows will produce

4,200 gold pieces per day—that's 126,000 gold pieces each season!



A barn packed with twelve hundred cows will net you 4,200 gold pieces each day.

### Nest Egg or Chicken Feed?

You need to buy only one chicken to start building your poultry empire. A full grown chicken produces one egg every day, provided you feed it and keep it out of the rain. You can sell the egg for 80 gold pieces or place it in the incubator and raise chicks. The only disadvantage to feeding chickens is that a full hen house consumes the same amount of food as a stable full of cows. The most you can earn from a coop full of eggs is a measly 600 gold pieces per day. You'll collect an additional 500 gold pieces for every chicken you sell, but this strategy reduces your egg revenue. Your best bet is to add chickens into your bottom line when you have an abundance of fodder to feed your flock.

### Social Life? What Social Life?

Your sprouting crops will keep you out of the town during the daylight hours most of the spring and summer, and most of the town will be asleep by the time the shopper arrives to pick up your produce. This isn't a problem if you're trying to date Eve, who works at the Inn during the evenings, but you'll be stressed if you try to meet



anyone else. Wipe the coops of your jobs against your financial goals. If you're trying to become a millionaire, you must tend your fields late into the night. If you were married, your wife would know you if you always come home very late. Players who want to go for the big bucks might be happier living the single life. Perhaps you can get married after you earn your first million.

anyone else. Wipe the coops of your jobs against your financial goals. If you're trying to become a millionaire, you must tend your fields late into the night. If you were married, your wife would know you if you always come home very late. Players who want to go for the big bucks might be happier living the single life. Perhaps you can get married after you earn your first million.

### A Horse! My Farm-om for a Horse!

You'll find a foal during your first winter at your ranch. When your horse matures you'll be able to load him up with a saddle and saddlebags. Many players fail to realize that the saddlebags serve the same function as the shipping box. Instead of lugging all your produce to the shipping bin, load the vegetables into your horse's saddlebags. Now you won't have to waste your time running between the shipping box and your fields all day long.

DAY	MARKET	VEGETABLES	EGGS	MEAT	WHEAT
MON	MARKET	1000	1000	1000	1000
TUE	MARKET	1000	1000	1000	1000
WED	MARKET	1000	1000	1000	1000
THU	MARKET	1000	1000	1000	1000
FRI	MARKET	1000	1000	1000	1000
SAT	MARKET	1000	1000	1000	1000
SUN	MARKET	1000	1000	1000	1000

Your saddlebags serve the same purpose as the shipping box. This turns days down at the time-wasting store into the fields.



## DIARY OF A MILLIONAIRE: THE FIRST YEAR

*Monday, 1st Day of Spring*—Spent entire day meeting new neighbors. No way to get around it.

*Tuesday, 2nd Day of Spring*—Planted radishes and grass, cleared entire parcel of land in one night!

*Wednesday, 3rd Day of Spring through Saturday, 6th Day of Spring*—Ran to the forest and picked wild grapes and herbs, then bought seeds whenever I had money. Watered crops and tilled fields at night.

*Sunday, 7th Day of Spring*—Harvested first radish crop! I did the math and found out that potatoes make more money than radishes, so I'm going to concentrate on growing potatoes for the rest of the season. Started saving up for a cow.

*Monday, 8th Day of Spring*—Bought first and only chicken I'll raise the rest of I have a field full of potatoes now.

*Thursday, 10th Day of Spring*—Used revenue from potatoes to buy my first cow! I also bought a brush, but I'll wait until my cow matures before I spring for a milking machine.

*Tuesday, 13rd Day of Spring*—Today was the Flower Festival, but I didn't spend a lot of money trying to impress people. One bottle of perfume is quite a chunk of change, and I'm saving up for another cow.

*Wednesday, 1st Day of Summer*—Went to Flower Shop and purchased cows and tomato seeds. Stayed up late and planted and watered every seed I bought. The more I get these crops growing, the more money I'll earn!

*Friday, 3rd Day of Summer*—The Livestock Store kept to won't sell me any more cows until I grow more grass. I spent a solo fall of oak on grass seed at the Flower Shop.

*Friday, 6th Day of Summer*—Harvested first tomato crop. Watered the plants I picked so I'll get another batch of tomatoes growing soon.

*Monday, 9th Day of Summer*—Harvested first cow crop, and my tomatoes are ready to pick again! Am spending all my daylight hours in the field.

*Monday, 20th Day of Summer*—Bought a Sprinkler at the Hardware Shop. Now it takes less time to water my plants, but I still spend all the daylight hours picking produce, so I'll use the sprinkler at dusk.

## ARE SPUDS THE DUDDS? THE MATH FACTS

So if the shopper pays you more for potatoes than for radishes, you'll save the more money just growing tons of potatoes each spring, right? Yes and No. It takes four days for radishes to grow big enough to be picked. It takes nearly a week for potatoes to grow. In a 30-day season, you'll harvest radishes seven times. During the same period of time you'll barely harvest your potatoes five times. While radishes gross 5% more in revenue than potatoes, the seeds for each vegetable cost the same. Your radish profit melts away when you add in the cost of buying your extra bags of seeds. When you figure in the expenses, potatoes give you a net profit of 11% over radishes. Spuds are the veggies millionaires bet their money on in the spring. Ready for more fun farming facts? The chart to the right outlines the gross profits for one season's worth of earnings on an eight-square acre.

VEGETABLE	RADISHES	POTATOES	TOMATOES	CORN
GROWING TIME	4 DAYS*	4 DAYS*	10 DAYS*	13 DAYS*
HARVESTS PER SEASON	7	5	7	6
EIGHT-SQUARE GROSS	480 GP	540 GP	800 GP	960 GP
SEASON GROSS	3,360 GP	2,700 GP	5,600 GP	\$,760 GP
SEASON NET	1,960 GP	2,280 GP	5,300 GP	\$,460 GP

\*If you keep watering your tomatoes and corn, you can pick more veggies every three days.

### Pick Your Poison

During the fall you'll find a variety of mushrooms in the nearby forest. The shopper will pay 150 gold pieces for normal fungi, but he'll pay even more if you pick poison mushrooms. You can find a poison mushroom in the lower right corner of the forest. Unlike their healthful counterparts, poison mushrooms have yellow warts on their tops. If you run fast enough, you can stuff three poison mushrooms into the bin before 3:00 p.m. Picking three poison mushrooms each day adds 600 gold pieces to your coffers.



Get poison mushrooms to the shopper for 200 gold pieces. Your girlfriend likes to cook the normal mushrooms. Save these for her.

### Cut your Costs

You'll save money if you grin the corners on your overhead costs. Monitor your grass seed expenditures. Your silo will hold a maximum of 999 bales. If your dairy and chicken coop are at full capacity, you'll need 632 bales to get through the



Don't buy more grass seed than you need. Your silo can hold 999 bales.

winter. Grass seed is the most expensive item in the Flower Shop, so don't waste money buying more than you need. Don't waste your money on unnecessary items. Money doesn't grow on trees, so you probably shouldn't give 20,000 gold pieces to the rough-looking guy wearing a Mink mask who shows up trying to sell you a money tree. Use common sense when you make your purchases. If you

don't see a profit potential, don't buy the item. Another way to save money is to remain unmarried. Staying a single guy means that you won't have to order the Super

De Luxe Log Home, which will save you 15,000 gold pieces. Single guys can stay out as late as they want to, too. If you're planning on getting married, you can use some thrifty dai-

## FORAGING IN THE FOREST—YOUR BOTTOM LINE

Item	Profit
<b>Spring</b>	
Cave Herb	200 Gold Pieces
Fish	200 Gold Pieces
Wild Grapes	150 Gold Pieces
<b>Summer</b>	
Cave Herbs	200 Gold Pieces
Fish	200 Gold Pieces
Southem Fruits	150 Gold Pieces
<b>Fall</b>	
Cave Herbs	200 Gold Pieces
Fish	200 Gold Pieces
Mushrooms	150 Gold Pieces
Poison Mushrooms	200 Gold Pieces
Moon Flower	400 Gold Pieces
<b>Winter</b>	
Cave Herbs	200 Gold Pieces

\*One Moon Flower will grow only between the 10th and the 12th of Fall.



The forest has the gifts you need for free! You can find something here year-round.

ing strategies without looking like a total lightweight. Never buy a cake or purchase flowers if you want to give your date flowers, pick them in the forest. Don't waste your money on the Flower Festival



Give her to compare to grow through in the winter. It is the only produce that grows all year.

perhaps. You can make the same impression by giving your girlfriend seven or eight gifts you find in the forest. The forest has everything you'll need to make her happy throughout the year. Pick flowers in the spring, southern fruits in the summer, mush-

rooms in the fall, and cave herbs in the winter. Your girlfriend will be grateful for any gift from the forest except poison mushrooms. Do not use the crops in your fields as gifts, since this reduces your earnings potential. If you're trying to win live's favor, you can deliver any leftover harvest to her at the Inn at night. You can also take gifts to her here during the spring and fall. Your dates won't care how much you paid for your gift—it's the thought, not the cash, that counts. After you're married, you'll need to keep providing daily presents to make your wife happy, especially if you plan on having kids. Fugal farmers tell that you to the forest spend valuable time, especially since all their chores must be done before sunset. If you have to cut into your daily revenue to feed a gift, the least expensive gift you can bring your wife is an egg. Eggs produce the lowest amount of revenue on your farm. Since the chicken coop is close to your house, you'll hardly spend any time running between the buildings. Money can't buy you happiness, but an egg a day will.



**Tuesday, 28th Day of Summer**—It's almost the end of the season, and I have more crops than I can possibly pick in a day. Since corn is my biggest cash crop in the field, I'll pick all of it before I harvest my tomatos.

**Wednesday, 29th Day of Summer**—I went to the Flower Shop, bought a ton of grass seed and planted it today. Grass grows in the spring, summer and fall, but I just learned that I can't plant it during the fall or winter.

**Thursday, 30th Day of Summer**—The Skipper just collected the last harvest of the year. I gave all of my remaining vegetables to Eve at the Inn. I think she really likes em!

**Friday, 1st Day of Fall**—The harvest is over. I'm selling most of my chickens to the Livestock Store. Not only will this give me additional revenue, but it will cut down on the consumption of my silo supply so I can buy more cows.

**Thursday, 7th Day of Fall**—I'm taking care of my cows and chickens in the mornings and picking poison mushrooms the rest of the day. In the evenings I eat grass as I'll have plenty of food in my silo this winter.

**Monday, 10th Day of Fall**—Found a Moon Flower today! It's worth 600 gold pieces!

**Tuesday, 12th Day of Fall**—Went to the Harvest Festival. I was supposed to bring some sort of food to the gathering, so I strolled away by picking mushrooms on my way to the cows square.

**Sunday, 1st Day of Winter**—Snow blankets all of my fields and I can't harvest any more grass until spring. I own twelve cows, which means that I'll need 360 bales of grass to feed my herd this winter. I sold some more chickens to cut down on food consumption. Found a foal today!

**Tuesday, 2nd Day of Winter**—After I milk and feed the cows and chickens, I head for the cave in the forest to collect herbs. If I found a shortcut, I might be able to separate in three trips to the shopping list before sunset.

**Saturday, 7th Day of Winter**—There was an earthquake today! My farm is a mess and I'll spend all my evenings mending fences, but I did find a new shortcut to the forest cave—and all I had to do was tell the truth!

**Monday, 9th Day of Winter**—Tomorrow is the last day of spring, and I'm ready to have my most profitable season ever. After the New Year's celebration, I'll run to the store in the morning and buy enough points studs to keep me planting until summer.

## The Moon is Rising!

The tides down at the Floating Arch are keeping up the momentum of the Moon, so our game should become a lot more fun by the time you read this. We've had a great run pre-viously with groves and here we've had a great run of helpful at a new place up. It can be better for additional training strategies. We'll have the Epic Center on our own. We'll have the Epic Center on our own. We'll have the Epic Center on our own.

—Steve, GM



# CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

## TUROK THROUGH THE VEILS

### Fun Passwords and Cheats

If it's Tuesday and laser-firing reptiles are digging your heels, then it must be Tuesday Dinosaur Hunter! The following passwords allow you to access some fun effects. To use them, first highlight the Enter Cheat option on the Options screen and press A to make the Password screen appear. Use the Control Stick and the A Button to type in a password, then highlight Enter and press A. If the password is valid, a message will appear telling you that a specific cheat has been activated. Press A to return to the Password screen. You may now use the Delete command to clear the screen and enter another password. You may enter as many passwords as you wish. When you're done, highlight Exit and press A to return to the Options screen.

You'll now see a new Cheat Menu option. Highlight this option and press A. A list of all the cheats you activated will appear. Highlight each one and press A to turn them on and off. Keep in mind that some cheats may not work together.

### Disco Mode

To activate the Disco Mode, enter SMFRFB as your password. This duplicates the effects of the Spiritist invisibility item and causes all enemies to dance in place!



### Pen & Ink Mode

The Pen & Ink Mode creates all of the surface texture and color of the game graphics, leaving a "wire frame" behind. To activate this mode, enter BLKTRN as your password.



### Spirit Mode

Spirit Mode grants you invisibility and slows down the game's action. To activate the mode, enter TIGSLKSL as your password.

### Gallery, Pt. 1

To see a "rogue gallery" of the enemy characters, first enter TIGSTY as your password. Now access the Cheat Menu, highlight Gallery and press A.



### Gallery, Pt. 2

You'll now be able to scroll through a roster of the game's villains. Use the Control Stick and various buttons to move in, zoom out and rotate the camera. Press Start to exit.



### Credits

To watch the credits classic scene, first enter PDTHMS as your password. Access the Cheat Menu, highlight Credits and press A. Press Start to return to the Cheat Menu.



### Look For More

The game will reward you other password cheats for accomplishing certain tasks. Concentrate on finishing the game and collecting items and see what happens...!



## MARIO KART 64

### Beat the Ghosts

Mario Kart 64 is home to three very speedy specters. To make the special Course Ghosts appear, complete Time Trial runs on the tracks below. If you meet or beat the times indicated, a Course Ghost will challenge you on your next run.

Course	Time
Luigi Raceway	1:52.00
Mario Raceway	1:30.00
Royal Raceway	2:40.00



Complete a Time Trial run at or below the times indicated.



Now you'll have some ghosts that tough competition!

## TETRIS ATARI

### Play As Other Characters

Here's a simple code that will allow you to play as other "friendly" characters in the one-player Vs. Mode. After you complete a stage, press and hold X and Y during the cinema scene. A Player Select screen will appear before the next match begins. You may now select any character you've rescued so far. If you use any character other than Yoshi and lose the match, that character will disappear from the Player Select screen. After you enter the code, the Player Select screen will appear automatically before every match.



You'll be able to play as any character you've rescued.



If you lose a match, you'll lose that character.

## MATCHUP 96

### Super Bowl Win & Short Quarters

To see a generic version of the Super Bowl win screen, press A, Y, A, Y and the L Button on the Game Setup screen. If you'd like a really quick game, highlight the Quarter Length option on the Game Setup screen and press Y, A, Y, A and the R Button. The quarters will now be set at 15 seconds!



You can revel in the glory with out throwing a single pass.



With short quarters, it will be really tough to score.

## SLIPPERY FLOORS

### Slippery Floors

Here's a code you've probably activated from time to time, but you may not have known exactly how you accomplished it. To make the court slippery, press the A Button seven times on the Matchup screen. This code gives the phrase, "Getting wazoid," a whole new meaning!



You won't have any intention that the code has been released correctly...



...until the game starts, that is. You won't make the playoffs with footwork like that!



### Bergo Galore

We bring a few more poodles on top for everyone's favorite geygoyle. Geygo doesn't have many combos, but then again, he doesn't need 'em!

#### Openers

To open a combo, use a Dash Forward, Down-Forward, Down, Down-Back, Back and Midair or Force Kick) or a Power (Back, Down-Back, Down, Down-Forward, Forward and Force Kick).



#### Link/Press/Throw

A single move double as Geygo's Linker and Pressure Move. Forward and Force Kick. To throw an opponent, use a very close and press Forward and Force Kick.



#### Breaker/Through

Use the Close Upover Forward, Down, Down-Forward and Force Punch) to break an opponent's combo. Use the Power move (described above) to call through a projectile attack.



#### Sample Combo 1

For a three-hit Super Combo, start off with a Midair Kick Dash in your Opener, followed by a Dash Punch or Dash Kick. Add Double and topped off with a Close Upover as the Finisher. Short but sweet!



#### Sample Combo 2

For a slightly longer combo, try the formula, Power + Midair Kick or Midair Punch + Close Upover. Once you have this down, try to lead longer combos by adding in a Linker and one another Auto Double.



### Fight!

It wouldn't be pro hockey without a little rough stuff down on the ice, but this is ridiculous! To guarantee that tempers will flare, go to the Options screen, hold the 1 Button and press the following buttons: right C, left C, left C, right C, bottom C, top C, top C, bottom C, left C, left C, right C, left C, left C, right C and left C. Now start your game as usual. If you entered the code correctly, the players will fight almost constantly, just trip or check an opponent to get things rolling!



A message will appear if the code is entered correctly.



Oh, it's just another day in the NHL...is it?!



### Double Menu Code

Rick in the Volume 12 Member's Only Special, we printed two codes that will give you access to two special option menus. This code will give you access to both of these menus at once. As the text on the demo screen scrolls by, press Block, HK, LK, RK, LP, HP, HP, LP and LP. You'll hear a voice say, "Uh-huh." If you enter the code correctly, now you may go to the Options screen to access the new menus.



The new menus will appear as questions mark icons.



You'll be able to turn up the juice in more ways than ever!

# CLASSIFIED INFORMATION

## NBA HANG TIME

### Multiple Cheats and Codes

First, an apology. There's been some confusion over which codes work with the Super NES and N64 versions of NBA Hangtime. Here are all the codes we have for the Super NES version. Except for the Team Photo code, all codes are entered on the Matchup screen, and some work only in Two-Player mode. Tune in next issue for N64 version codes!

120	Fast Passing
273	Stealth Turbo Meter
284	Maximum Speed
390	No Pushing Allowed
461	Unlimited Turbo
552	Hyper Speed
616	Maximum Blocking
709	Quick Hands (Maximum Steal)
802	Maximum Power
937	Legal Goal Tending

### Power Special

For a combination of Unlimited Turbo, Hyper Speed, Max Block, Max Speed and Fast Passing, press Up, Right, Down, Left, Start, A, B, Y, X and Select.



### City Court

If you'd like to play a pick-up game far away from the arena and the crowd, press Down + B, Down, Down + A, Down, Down + X, Down, Down + Y and Down.



### Rooftop Court

If you prefer a more dramatic setting, head to rooftop court by pressing Left, Left + Y, Left and Left + Y.



### Jungle Court

To head to the jungle, press the 1 button, the 4 button, Select, Start, Up, Down, A, B, Y and X.



### No Tag/No Assist

Press Left, Left, B and the 8 button to switch off the Tag Arrows. To turn off the Computer Assist option, press Right, Right + B, Right, and Right + B.



### Championship

To see a "class" version of the Championship screen, press Start, X, Right, A, B, Up, Start, Up, Down, Down, Start, the 1 button, A, Down and Down.



### Team Photo

To see a photo of the NBA Hangtime development team, enter "HANG" as your name and "1992" as your PIN.



Experts, sharexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power  
Classified Information  
P.O. Box 97033  
Redmond, WA  
98073-9783



NO DONUTS

Olaf's prodigious appetite, and suspect reading skills, doom the three Vikings to a second adventure when he misreads a "Don't Touch" sign. As a result of pushing the button beneath the sign, Olaf and his Viking mates end up in Transylvania, and they don't get any donuts. In order to return to their own epoch and ship, the Viki must puzzle their way through 31 stages in five time periods. And all the while, the evil Tossor is hot on their trail, thirsting for revenge.



© 1997 Interplay  
© Interplay



## THANKS FOR THE PICKLED HERRING

Erik, Beleg and Olaf—those bumbling Vikings—have returned to the Super NES only to find themselves lost in time and space once again. Thanks to Interplay and a new publisher, Big Rain, action/puzzle fans will have 31 new stages of Viking adventures to master and two new characters who join in the fray. So grab your shield, toss a spear and a barrel of pickled herring in the longboat, and get ready to set sail for hilarious hijinks with *The Lost Vikings 2*.

## LOSING A VIKING

The Vikings just don't seem to be able to stay together. Malfunctioning Time Machines and incompetent helpers

### FANG

Fang the wolf, who should not be mistaken for a dog or a platypus) joins the Vikings in Transylvania where he has been trapped in a cave. His great skill at jumping, and his sharp claws become valuable tools once he joins the party.



Fang can jump back and forth between walls to reach higher areas. And his sharp claws dig into the rock, allowing him to slide so he can carve walls.



often send one Viking off to a different place. When this happens, the third spot is filled with a new character.

### SCORCH

In the world of fantasy, the Vikings team up with Scorch, a fire-breathing, flying dragon. Although Scorch has never lived by the sea, it seems that he would like to check it out, so he promises to help the Vikings reach their ship.



While flying, Scorch can reach very high areas. His burning breath can destroy enemies and activate target switches, but his fire detection rings is weak.



## NORSE MODES

The Norsemen each have special new modes and moves to help you solve a range of puzzles. You'll learn how to

use most of the modes in the first world, Transylvania. After that, you'll have to experiment.

### ERIK

With his jet boots firing, Erik can reach high ledges and areas. He can smash walls with his helmet, as well. The helmet also acts as a scuba mask so he can swim.



Jet-powered jumps help Erik reach the heights. He can head-butt overhead objects as well as walls.

### OLAF

Olaf's shield allows him to block attacks and glide through the air. He can shrink, as well. A blast of Olaf's gas gives him a short boost and it can vaporize blocks beneath him.



Olaf can get small and pass through tight spaces, and he can destroy floor blocks with a well-placed fart.

### BALEOG

Fierce Baleog attacks with a sword or his blacic arm. The arm can extend to pick up objects or to act as a grappling hook when there is a crystal present.



Baleog swings over the rail other hazards with his blacic arm. The same arm can be used to attack enemies.

## TRANSYLVANIA



The seven stages of Transylvania serve as training areas for the Vikings. Messages along the way teach the basics of Viking combat and are designed to ease you into the puzzle-solving element of the game. In each area, you must collect the three objects shown to the right: an eyeball and a mushroom. A friendly witch uses these items to cast a magic spell to send the Vikings back to the Time Machine. The spells never work, of course. Although our map coverage doesn't begin until the later worlds, you might run into trouble in Transylvania. Keep each character's special abilities in mind when you face an obstacle. When in doubt, send Olaf first to block attacks.



Olaf can block fire beams in front or above while his companions move safely beyond the danger. The Vikings can stand on Olaf's shield, as well.



## FANTASY



The second world is filled with knights and dragons and the first truly trying puzzles. In some stages, you'll see Search or Fang when one or another of the Vikings has been lost. Although the really tough areas are to be found in the jungle and Future areas, here are a few tips to keep you going in the second world. In the third stage, Erik must hurl the stones from the left to get the Gray Key. Once a bridge is in place over the spikes, you can bash the stones. In the fourth area, use Fang to make repeat jumps up the chimney above the spikes. His first jumps takes him to the upright bridge. In the final stage, use Olaf to block the attacks of the knight and wizard above the double peysers. Then, bring Rubeog in behind Olaf to attack them.



Once you have all the items in the second stage, you still need to get the book that is at the bottom of the shaft to the right. Use Search to fly down to the book and link to counterbalance the pulley.

## PIRATE SHIP



The puzzles really begin to heat brain cells in this world. Cannons are firing, pirates are squawking, and a crew of arctic mates will sliver your timber if they get the chance. Fortunately, our Vikings know their way around a ship. But if you're not careful, they'll be swinging from the rigging and walking the plank. The following tips should keep you high and dry. In the second stage, Olaf must take a running start and use gas to jump the higher gap between ship areas and reach the gypsy. In the third stage, Erik must jump off Olaf's shield in the elevator shaft, then jump up to the top of the elevator to remove the chain and allow Rubeog to come down.



If Rubeog is to reach his crystal on the first stage, he must be standing on Olaf's shield. Many puzzles require teamwork.

# THE JUNGLE

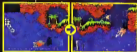


Dark mysteries await the Vikings in the six jungle stages. The traps and tips on the next few pages will make the difficult passages in The Jungle and The Futures worlds much easier, but we didn't have space to cover every switch and puller. One of the new dangers you'll face here is the darkness. If you have a torch, you'll be able to light up the dark areas to continue your quest. In other areas, you must perfectly time jumps past floating jets. Oh, the horror, the horror.

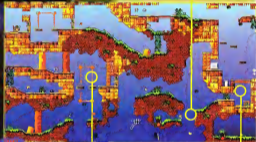
## Heart of Darkness

Ah, the horror of the dark jungle. In the first area of the jungle, the Vikings must collect their mojo tribute of tank, woodoo doll and skull.

**Torching It** To get the bomb that blows the wall to the right of the pulley lift, you need a torch so that you can see in the dark. Erik can swim to the torch and return it to Baloo or Olaf.



The two characters Erik faces are the maze and the spikes. Speed up his concentration by pushing the D button.



## Mad Bombers

After collecting the bomb from the dark area, one Viking should place it against the stone wall shown here, then get back on the pulley lift.



After placing the bomb, run away and switch it slow. Next Baloo must see his health area to hit the two target switches above the platform. Only while eating the pulley lift will Baloo be able to see up the shot.

## Up and Away

How do you get past the beam above the spring block? Olaf starts it all by sliding down to the cave with the transport.



Olaf uses the transport to the top of the block, grabs them, then pushes the grey stone onto the switch below, which raises the beam. Now get back on the pulley to get Olaf and Baloo saved.



## Hard Times

Fang isn't happy to find himself deep in the jungle, but he'll play an important role in helping the Vikings get through stage two.

## Drop the Block

Erik can reach the trigger block near the beginning to drop the gray block.



Erik jet-jumps to the trigger switch. Olaf destroys the lower layer of blocks. Fang jumps up to stack the enemy above.

## The Old Switcheroo

Fang hits the plant and runs back to the switch. Erik sprouts from the switch to get past the plant.



## Burn for Baleog

While Baleog swings from the closest crystal to the plant, Search burns the plant. Quickly switch to Baleog and swing over to the ledge.



Search jets lower his fire from the far side of the plant. Move it to safe for Baleog's leap.

## Harder Times

It doesn't get any easier in this stage. Right at the start, Olaf must push the gray stone beneath the green pile after Search burns the lower black wall.



## Hangin' With Baleog

Baleog swings from the crystal until he can jump to the rope. Standing on the rope, he can reach the target switch with his biotic arm.



**Lost With Wolf**

Fang returns for another interesting round of brain teasers. Try to keep your team together as they move through this level.

**He's Not Heavy**

Balrog can be lifted up to the top of the map if Fang and Erik counterbalance him on the opposite palleys.

**Fang's Lead**

Fang helps his pals by making a multipl. jump up to the elevator. Then go to the warp.



Erik cannot buff the block above as the bridge switch is accessible.

**Boy Oh Boy**

Balrog swings into action in this level, along with Olaf and Erik.

**Swing High**

Balrog swings from the crystals to reach the Red Key, then hits the target switches below.

**Balrog The Bomber**

Only Balrog can reach the bombs. Use the bombs and jump on the pulley at the last second.



The target switches activate poppers, the Erik to mine from the poppers is the focus above.

## Homeward Bound?

Flaming statues and sharpened spears make the going brutal for Erik, Scorch and Fang in this final level of the Jungle. It's a challenge just to stay alive.

## All For One

After using the transporter to open the double green doors, Erik can move below Fang to light the way. He'll also be prepared to get the Gold Key.



With Erik in position below, Fang can move to the floor switch that opens the doors that lead to the Gold Key.

## Fancy Flying

Scorch has a tough task ahead. First, he must glide down to retrieve the torch, then he must fly back up to his companions. There's no trick to it, but flying back won't be easy.



## THE FUTURE

The future is the end of the journey for the Lost Vikings and their friends. Your mission is to find missing transporter pieces for a future rebel named Corvus. To make your way through the base, you'll need to find Key Cards and electrical switches of many types, including laser beams. Instead of fire, streams of electrical current block enemy paths, and some areas have force beams that pull you toward your doom. In the final two levels, you'll have repeated battles with Tormentor before you finally get to go home.



**Baleeg's Ride**

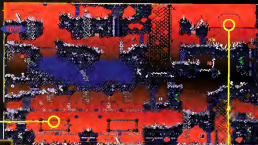
Baleeg might ride the platforms and hit the target switches overhead then swing between the crystals.



Swinging in this area is made doubly difficult by currents of electricity. Take out the robot before swinging.

**Shock Treatment**

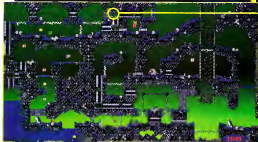
Erik, Baleeg and Olaf help you get over future shock in the first level. Just remember to not feed the aliens.

**The Blue Beam**

Once Olaf blocks the green beam below, Baleeg can hit the target switch that extends the blue beam.

**Tunnel Vision**

Erik, Feng and Olaf team up for fun on this level. This future world may be in ruins, but at least they still have chargebars. Olaf leads the way.

**Powered Flight**

Although it may not seem possible, only Olaf's gas-powered flight will make it across the gap.



Once he floats across, Olaf can stand in the beam that switches off the electrical current.

## Heck?

The three Vikings are together again for this level, much of which is covered with force beams that push you toward disaster.

## Free Fall

Use the gyzer to create downward momentum. Duck into the tunnel below.



As the Wicks fall, aim to the right first, then move into the tunnel on the left. Small Olaf first to cut the current.

## Beam Watch

While Olaf breaks the beams below the block, Erik can reach the switch above. Just watch out below.



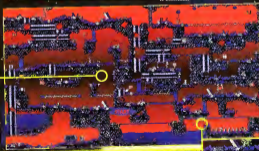
## Stop Action

Balooq falls when the platform opens, so push Select and choose another guy to hit the switch.



## Are We Going Home?

Search returns to help Erik and Erik through this confusing maze. Teamwork is essential.



## Back And Forth

Once Balooq breaks the target, go to the green beam. Search pushes the red button so Erik can bask the ceiling below. Now Balooq takes the Red Card.



**Tomator Sauce**

Fang, Scorch, and Olaf each grab a thermal detonator from Tomator.



In each battle, you must take the bomb and drop it on Tomator's head. Olaf's shield provides protection in the end.

**Stewed Tomator**

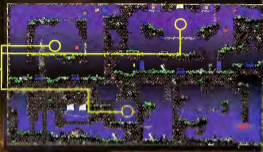
Olaf should hit the red flag on the left to make Tomator drop a bomb. Get the bomb, drop it on Big T, then zap him with fire on the right side.



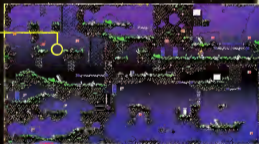
Drop the bomb on Tomator's head by getting across the gap to the ledge with the psychic.

**Bad Boys**

The Vikings are almost home, but Tomator has caught up to them and will try anything to keep them from fleeing him a second time.

**Oh, Daddy**

Tomator isn't finished yet. In the final stage, Olaf, Erik and Isidor must go at the big wog one more time. Keep moving to avoid his attacks.

**Tomator Is Pasted**

Before the Vikings can return home, each one of the three Vikings must beat the boss. Olaf, as described on the left, bombs, burns and electrifies Tomator into submission. Erik uses his hard-headed approach to knock Tomator into the water. Isidor must get close enough to use his sword for a dice and dice attack. After that, it's time to go home for good.



# NP'S ARENA



## CHALLENGE #1

### TETRIS ATTACK

How fast can you react and match blocks in Tetris? Time Trial mode? Start your game at the slowest speed, choose your favorite Tetris Attack character and flip out! Remember that chains are your ticket to the top of the scoreboard! Keep practicing, because it's very likely that the winning score will be a five-digit number. If you don't believe us, check out

our score! (e.g. jeff\_jacks, What a hott! Send) your stack to the top of the screen before you start. The top 25 combo composers will win four Super Power Stamps, good for cash off Super Power Supplies.

## CHALLENGE #2

### WAVE RACE 64

Jordan DeCarlo of Lakeland, Pookstall, New York, nailed the top time of 2:07.10 for six laps around Sunny Beach, but you have to wonder if he's even going to place in this month's super-tough Wave Race 64 Challenge. Perhaps it's your turn to fist-fight atop of the Arena podium. Blast six quick laps through the choppy whitecaps surrounding Marine Fortress in Time Trial Mode. If you're one of the 25 wave warriors with the fastest times, you'll skin away with four Super Power Stamps.



## CHALLENGE #3

### SHADOWS OF THE EMPIRE

Brian The Shadow of Lakeland, Pookstall, New Jersey has a challenge that's out of this world: What's your best time in the Battle of Hoth stage in Star Wars: Shadows of the Empire? Of course, Brian thought we should do this challenge on Easy Mode, Easy Mode!! This is the Arena—the showcase for the best Jax warriors in the universe! Set your difficulty level on Hard, top off the walkers, and mail us a photo of your best time. The 25 fastest rebels with all three challenge points will win out with four Super Power Stamps.



## THE TWISTED STRIKE BACK

The twisted stack of mail just gets higher and higher! Here is the latest batch of wacky, just-for-fun challenges sent in by readers from all over North America. If we use your twisted challenge, you'll pick up four Super Power Stamps—good for cash off merchandise in the Super Power Supplies catalog. Send in your dubious dare today!

How high can you score in Tetris Attack, endless mode while holding down the L and the R buttons?

—Orval Cobb III, Ridgely, MD

Can you defeat Gargos in K2 Gold while using only quick punches?

—Timothy Smith, Petoskey, MI

How many acres can you win in Wave Race 64 while using handstands?

—Nick Rappo, Franklin Park, IL

What is your final population score in SimCity 2000, without saving or lowering a final square?

—Jeff Jacks, Upper Marlboro, MD

Which bosses can you defeat in Chrono Trigger without using any magic attacks?

—Travis Jacobs, Oak Harbor, WA

Can you find an NS4 and all the game files in a store in just one day?

—Cameron Talley, Lubbock, TX

Answers to Volume 8's Snack Attack Quiz: A. Ranch B. Radish C. Jerky D. Magic Mushrooms E. Green Watermelon F. Brain Food/Lunch G. Cookie/H. Lunch

# MAIVS

## DKC 3: DIXIE KONG'S DOUBLE TROUBLE

Lowest Time on 100% (Volume 90)

Diana Crilly	Itasca, WI	2:07
Chris Glenn	St. Helix, NJ	2:08
Nick Malakani	Gayles, MI	2:13
Nick Bled	Port Deposit, MD	2:14
S. Galloway	Tulalook, WA	4:46
Josh Taylor	Norfolk Island, NZ	4:09

## DKC 3: DIXIE KONG'S DOUBLE TROUBLE

Lowest Time on 100% (Volume 92)

Ray Colton	Dyer, IN	2:42
David Dorso	Van Nuys, CA	2:47
Ryan Nozzolo	Lafayette, LA	3:00
Bob Meris	Knoxville, IA	3:08
Mark Beckman	Oak Lawn, IL	3:29
Luc Melotte	Sturton Falls, ON	3:42
David Malins	New York, ON	3:45
Ray Taylor	Fresno, CA	3:57
Glen Barber	St. Helix, NJ	3:51
Willie Meris	Signal Mountain, TN	3:28
Steve Andra	Vahia, ON	3:18
James Kraus Jr.	Lacey, WA	3:19
Richard Torres	Ballis, CA	3:20
Alex Borich	Scottsdale, AZ	3:26
Michael Lachey	Carthage, MO	3:37
Ivan Daily	Lafayette, IN	3:39
B. J. Walker	Belleme, VA	3:41
C. Rossmann	North Bergen, NJ	3:53
John Oveder	Malden, MA	4:00
Richard Orta	Vacaville, CA	4:09
Jared Gember	Scottsdale, AZ	4:12
Adam Shuler	Costa Grande, AZ	4:15

## SUPER MARIO 64

Fastest Time on the Princess's Secret Slide (Volume 91)

Andrew Burton	Seattle, WA	0:03.50
Ryan Edmond	Springville, NH	0:03.58
J. Fitzroy	Columbia, GA	0:03.58
Michael Johnson	Wheatfield, TX	0:03.58
Ryan Gatz	Aurora, OH	0:03.58
Chang McKiver	Redlands, CA	0:04.50
Joan Revere	Kingstree, AZ	0:03.58
Hai Treang	Corona, WI	0:03.58
Geoff Scully	Powhatan Hills, AZ	0:03.58
Alan Bernick	Hartshorn, MN	0:03.58
Mark Sakawa	Fresno, CA	0:13.70
Jason Silbacci	Michigan, IL	0:03.90
Trevor Ethico	Waukegan, Ill	0:04.00
Brandon Dyer	Ramsey, IN	0:14.10
Jeff Szymczak	University Park, WA	0:14.10
Alex Albanis	Philadelphia, PA	0:14.20
Aaron Martin	Danvers, CO	0:14.40
Brandon Powers	North Highlands, CA	0:14.40
Jeff Gardner	Spport, PA	0:14.50
Scott Rorer	Maughton, WI	0:14.60
Jason Pedronzi	Konawa, MI	0:14.60

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than June 10, 2007. The top qualifiers receive Super Power Stamps.

Ben Kaplan-Jed	Camden, NJ	0:14.70
David Lee	Suff, NY	0:14.70
M. J. E. Chane	Orange, CA	0:14.70
Robert Hayes	Long Beach, CA	0:14.80
Matt Esteroid	South Windsor, CT	0:14.80
Andrew Lee	Union City, CA	0:14.90
D. Mankowski	Seymour, CT	0:15.10
Jesse Williams	Wilkes Barre, PA	0:15.10
Jon Kiefer	Grand Rapids, MI	0:15.20
Earlhill Schwab	Macon, MI	0:15.40
Robert Smith	Jackson, MI	0:15.40
David Curtis	Saukville, WI	0:15.50
John Kane	Cleveland, NC	0:15.50
Lee Chen	Westborough, MA	0:15.60
Jeff Hut	Houston, TX	0:15.60
Karl Cole	Fall River, MA	0:15.70
A. Watherton	Fresno, MA	0:15.70
James Allen	Oselle, ON	0:15.80
Sandy Emswiler	Carroll, OH	0:15.90
Michael Clark	Palms, NC	0:15.90
Bryan Hayes	Darien, GA	0:15.90
Tom Hume	Nevada, US	0:15.90
Josh Bond	Colorado Springs, CO	0:15.90
John Lanning	Chesell, MI	0:15.90
David Legro	Ottawa, ON	0:16.00
Jorge Prado	Los Angeles, CA	0:16.00
Phillippe Feltner	Baltimore, MD	0:16.00
Dr. Mankowski	Scotts, IL	0:16.00
M. McCalvary	Tampa, FL	0:16.00
Fredrick McVanna	Charlottesville, VA	0:16.00
Jonathan Wirth	San Mountain, NE	0:16.00

## MEGA MAN X3

Completed the Best Honest Stage Goal (Volume 89)

Andrew Eckardt	Morgantown, WI	
Justin Ernsack	Marion, NJ	
Katey Rantz	Vine Valley, MN	
Dean Donsky	Springfield, VA	
Patrick de Jesus	Water Springs, FL	
Derek Demotter	New Britain, CT	
David Fernandez	Alfred, VA	
Jon Grove	Fremont, CA	
David Huan	De Moines, IA	
Rogustina Harris	Corvallis, CA	
James Joe	Columbus, MD	
Julius Lincoln	Langvale, TX	
Scott Lutz	Bairds, NJ	
Dirnis Mast	Santa Ana, CA	
North Tom Pfrom	York Park, PA	
Ward Peterson	Chicopee, MA	
Juliana Fisher	Valle Cito, LA	
Brian Quince	Fellows, CA	
Wesley Salasava	Los Angeles, CA	
Ashleya Rogo	Corsica, MI	
Brandon Rosenfield	Falltown, MD	
Michael Smith	Darham, NC	
Michael Silaschke	Matterville, ON	
Luana Walker		

Include your Super NES or N64 in the photo of your high score. Dim the lights and then take a few photos without a flash if you're taking a photo of a Game Boy, place it on it for a starburst.

# ARENA

# MCMXCVII

## SUPER MARIO 64

Collected 151 Coins in Big Boss's House (Volume 93)

John Boudreau	Lanes, NY	
Thomas O'Keefe	East Longmeadow, MA	
Bill Dunbar	Scottsboro, MI	
Mark Ballarino	Beth, NJ	
Edgar Felix	Oakdale, FL	
Joseph Evans	Rockledge, MA	
C. Fosatti	North End, MA	
Travis French	Lawrence, KY	
Nicholas Galloway	La Jolla Falls, NY	
John Grimboli	Colorado, NJ	
Jon Jell	Konawa, MI	
Stuart Landick	Wilmet, HI, IL	
John Hosenl	Redding, CA	
Scott Moskan	West Palm Beach, FL	
Matthew Myers	Upper Sandusky, NY	
Frank O'Leary	Gaines, IL	
Josh Powell	New Brunswick, OH	
Tim Trincaman	Shelburne, WI	
Chris Parker	Torrey's Rest, SC	
Case Huber	Reno, MA	
Aubrey Hendricks	Bolton, WA	
Fly Hau	Jacksonville, IL	
Stilo Schmitt	Hawesville, MO	
Robert Lischke	Franklin, IL	
Clay Williams	Good Bay, AL	
Herbie Wilton	Atlanta, GA	

## WAVE RACE 64

Fastest Six Laps around Sunny Beach (Volume 92)

Jonah DeCarlo	Lake Park, NY	2:00.169
Fred Lutz	St. Andrew, PA	2:02.377
Tommy Yoder	Ridgely, WV	2:02.674
John Lanning	Charon, SE	2:02.880
David Lerner	Chattanooga, TN	2:02.898
J. Davidson	Essexville, IL	2:03.012
Jonathan Wirth	Iron Mountain, MI	2:03.806
Michael Gynnes	Huntsville, AL	2:04.195
Sas Carter	Brentsville, AR	2:04.252
Jon Hamilton	Fresno, NJ	2:04.333
John Remy	Elkton, IN	2:04.447
Steven Ripner	Rafano, NY	2:04.994
Steve Green	Mansfield, VA	2:04.977
Gregory Dawson	Fair Point, CA	2:04.909
Greg Wachs	Aurora, OH	2:05.263
Ronald Zarr	Denver, CO	2:05.465
Robert Holaday	Perth, VA	2:05.244
Alex Miska	Perth, VA	2:06.274
Mark Goss	Escondido, CA	2:06.323
Ben Cruse	Hayesville, MO	2:06.999
Byron Anselmi	Joplin, MO	2:07.323
Matt Barr	London, ON	2:07.736
Herbie Waters	Adrian, OH	2:07.900
Scott Bowen	Antes, WA	2:07.987
Bryce Hock	Carroll, IN	2:08.349
Johnny Secker	Jacksonville, IL	2:08.684
Jeff Wing	San Diego, CA	2:08.676
John Rowner	Colony, MI	2:10.660
Richard Day	Lake Mills, IL	2:10.122

Address entries to: POWER PLAYERS' ARENA, P.O. BOX 37823, REDWING, WA 98073-0323

# ENTER THE ARENA



# AN ARENA EXCLUSIVE: THE GAME FACE GALLERY

In Volume 93, the Arena asked exciting artists to put on their best game faces in Super Mario 64 and send in their photos. After sifting through a mountain of entries, we came up with some of the best (and closest) photos of the bunch. Peruse our gallery, and if you haven't read missing up Mario's face, check out page seven in your Super Mario 64 instruction manual.

## MADE IN THE SHADES MARIO



Jill Postma  
Layton, VT

## ROTFLMHO MARIO (ROLLING ON THE FLOOR LAUGHING BY HEAD OFF MARIO)



Kyle Russell  
Newnan, LA

## CREAMPUFF MARIO



Greg McDowell  
Greeland, PA

## CYCLOPS MARIO



Brett Hubbard  
Baffle Ground, WA

## LAUGH IT UP MARIO



Max Preston  
Santa Monica, CA

## DONKEY-EARED MARIO



Eric Tang  
St. Louis, MO

## MARIO SLAPPING INTO A BIG-GUY THUMB



Gregory Brooks  
Shady Brook, LA

## MARIO TELLIN' LIES



Oscar Din  
Tallahassee, FL

**HATS OFF MARIO**

Charlie Rasmale  
Jacksonville, FL

**SUPER SHOCKED MARIO**

Gabriel Therien  
Montreal, PQ

**PILOTWINGS 64 GALLERY**

In Volume 91 we asked players to send in their best shots of PilotWings 64. Some entries were creative while others were daring. Do you know how Larry Marsh made Wario appear on the Hang Glider stage? How did Matthew Spencer drop between the village buildings and pull off his ground level shot? It's tough to take a good photo of a television screen, so we gave these aspiring photographers a break on their picture quality.

**CRESCENT ISLAND STATUE**

Matthew Spencer  
Honolulu, HI

**SUNSET ON THE FARM**

Carlos D. Torres  
Brooklyn, NY

**WARIO**

Larry Marsh  
Rio Dell, CA

**MOON OVER MARIO**

Brendan Sweeney  
Shaver Lake, CA

**DOUBLE VISION**

Robert Uebele  
Pompano Beach, FL

# THE MARIO KART 64 NINTENDO POWER CUP

Nintendo Power's Race for the Gold is under way! Entries for the drawing are whizzing in every day. A few of the fastest qualifiers are listed below. How did they go so low? Pin row is buzzing with rumors about a shortcut on the course.

Find it and you might win a gold N64 Controller. To qualify for the drawing, you must beat a minute and 30 seconds on the Mario Raceway—you'll find all the details on page 34 in the March issue of Nintendo Power. One thousand lucky winners will be randomly drawn to win an exclusive, gold-tone N64 Controller and another five thousand winners will get a limited edition, Nintendo Power Cup Calling Card good for five minutes of long distance service. Enter before May 15th!



## MARIO

Nancy Zinn	New Hope, MN	1:25.82
Andrew Zollbas	Pullman, WA	1:27.19
Dan Pasiewicz	Antioch, IL	1:27.72
Rick Morningstar	Minneapolis, MN	1:27.84
Craig Shih	Bellevue, WA	1:28.70



## LUIGI

Justin Grimes	New Castle, DE	1:27.36
Matt Leto	Allen, TX	1:28.19
Cameron Fischer	Naples, FL	1:28.49
Damon Pischel	Dallas, TX	1:29.27
Marc Pilonzo	Pasadena, MD	1:29.96



## PEACH

Michael Philpott	Cleveland, OH	0:56.49
Erik Bush	Lake Waccamaw, NC	0:59.87
Brandon Lombardo	Pleasant Hill, CA	1:18.92
Jared Lutz	Westwood, NJ	1:13.73
Brad Jorger	Ferrisburgh, VT	1:15.43



## TOAD

A. J. Gray	Jacksonville, NC	1:01.32
Jeremy Hildebrand	Ottawa, ON	1:12.42
Michael Medina	Mendota, CA	1:13.63
Ted Utsukoshi	Schaumburg, IL	1:14.16
Adam Williams	Rice Lake, WI	1:14.79



## DONKEY KONG

Gamaro Contreras	Santa Monica, CA	1:26.71
Andrew Zollner	Pullman, WA	1:27.33
Terence Singh	Edmonton, AB	1:27.37
Wesley Wilson	Moville, IA	1:29.63
Paul Harrington	Fitchburg, MA	1:29.89



## YOSHI

Mark Rubello	Brampton, ON	0:57.36
Jason Santrelli	Walkersville, MD	1:16.38
Peter Solano Jr.	Hartsdale, NY	1:17.22
Regan Snyder	Las Vegas, NV	1:17.76
Jake Stadler	Everett, WA	1:20.77
Aniello Zampella	Bayonne, NJ	1:20.53

## BOWSER

Arnell Lozada	St. Marys, GA	1:25.56
Bill Buchanan	Morgantown, NC	1:28.57
Peter Brechner	Madison, MN	1:29.64
Nicholas Law	Katy, TX	1:29.75
Doug Bowman	Galloway, OH	1:29.87

## WARIO

Ryan Ross	Mt. Pleasant Manor, PA	1:25.68
Max McLaugh	Hicksville, NY	1:26.21
Brian Wood	Surrey, BC	1:27.70
Sean Velasco	Santa Clarita, CA	1:27.72
Amr Amini	Hilliard, OH	1:28.02



The deadline for the N64 Gold Controller drawing is May 15, 1997.  
See page 34 in Volume 94 for the contest official rules and entry form!

Get back to basics! Interplay has rereleased four Game Paks to challenge you with classic casino, card, and board games. They're high in variety and replay value. It's in the cards—you'll love these games across the board.

# Interplay™ FUNPAK EXTRAVAGANZA

Nintendo GAME BOY



Get on board with classic! Play against the computer, against a friend, or via Game Link in the FunPak's offerings of Chess, Checkers, Backgammon, and Reversi.

## Checkers

This fast-paced Game Boy version lets you play against the computer or link up with a friend. Interplay puts a spin on the game by giving you the option of undoing your moves or swapping sides mid-game.



Checkers is perfect for games of wits, eyes and skill levels. Vary the challenge depending on how clever you want the computer to be.



## Reversi

Reversi, like the ancient Japanese game Go, challenges you to surround your opponent's pieces to make them your own. More is better, and whoever has the most pieces at the end wins.



Work your pieces to the corners, so you'll be surrounded and captured.

## Sargon Chess

When chess king Garry Kasparov beat Deep Blue at chess, he proved humans could outsmart artificial intelligence. That's not to say Sargon Chess isn't going to challenge you. The computer plans its moves steps ahead of yours, so keep your wits in check.



If you prefer to start on the offensive, choose to play the white pieces, since white always plays first.

## Backgammon

It's all in the roll of the dice! If you have a little luck on your side and plan some strategy, you can walk your pieces into a corner then remove them from the board one by one for a Backgammon victory.



With the luck of the dice and some cunning, you can knock your opponent's piece into the bar.

## Nintendo GAME BOY



The second FunPak from Interplay quadruples your fun, using cards, dominoes and dice to guide you through Solitaire, Dominoes, Yacht and Cribbage.

## Dominoes

You can't stand these dominoes up in a line to topple them over, but you can still play the engaging game they were intended for. Take turns building onto the domino train by matching the numbers at the end of the chain. The first player to use all their pieces wins.



If you can't play any of your dominoes, you'll have to draw boxes until you find a playable one. For a better chance at getting rid of all your boxes, play the one that fits numbers in common with your other boxes.

## Yacht

To stay afloat in Yacht, you must satisfy the 12 categories of dice rolls. You have 12 turns to roll the 5 dice to fulfill the categories. Try to roll certain dice combinations to earn extra points.

It's dicey choosing which dice to reroll, since you get only three chances per turn.



## Cribbage

If you play your cards right, you can peg down a win in Cribbage. Create clever card combinations to make the pile reach 31. If you've grouped together any fives, nobs, heels, cards totaling 15, or runs of three or more, you'll win bonus points.



## Nintendo GAME BOY



If you want to gamble in Vegas, find your cash and practice with the Casino Fun Fair—you get the classic gambling games and no threat of debt. It's a sure bet to hook and shun.

### Craps

The object of Craps is to guess how the dice will land. Each of the game's numerous betting options describes a particular roll outcome. Place a bet to predict your dice total—it's a tricky task, but it can be a gold mine to a wise bettor.



Keeping track of all the betting options can get confusing, so get small and practice until you're comfortable with the workings of Craps.

### Video Poker

The beauty of Video Poker is that even if you have a bad poker face, you can still win. Of course, it's impossible to tell if the computer is bluffing, so place your bets and try to make the best hand possible. You can bet up to five times per hand, so you could flush out some big winnings.



You have one chance to redraw, so carefully choose the cards you wish to keep. Save cards of the same suit or value, because they're your best bet for getting the upper hand in Video Poker.



### Roulette

Feeling lucky? The Roulette wheel of fortune pays based on the odds of winning if you place a single bet, you could win 35 times your wager.



Play it safe by betting on colors, even, odd, or half of the wheel. Each of these options gives you 12 odds.

### Blackjack



Hit me, or hit me not? Remember that the house stands on 17.



Get as close to 21 as you can without going over. Use betting options, like Doubling, to hit a bigger Blackjack jackpot if you have a low hand; this option will deal you only one more card, but you could double your winnings.

### Slots

Try your hand at the one-armed bandit—if you get three sevens in your row, you'll win 500 times your wager. You can place up to five bets to score horizontally, diagonally and across any row.



Increase your chances of winning by placing up to five bets on one spin.

### Tournament

Show me the money! Go on a gambling spree and move your winnings from game to game. If you win enough money, you could be sitting pretty in the Casino's Hall of Fame.



Nintendo **GAME BOY****Solitaire**  
Standard

SOLITAIRE

Standard

Hit the decks with the Solitaire Fun! old strategy game you'll play or card games to deal with. And if you get frustrated, you won't have the prospect of playing 52 pick-up.

**Klondike**

This game goes by the same rules as traditional Solitaire, but with a timer. So go for the gold and rush through Klondike to see if a record time will pin out.

**Tripeaks**

To conquer Tripeaks, peck away at the mountain of cards by matching cards you draw with consecutively ranking cards from the peaks.

**Pyramid**

Peer cards together to equal 13. Don't overlook the cards in the next row back—you might get lucky and hit 13 with one of them.

**Cruel**

Pay attention to same-suit cards and start with the one with the highest value. Otherwise, you might shut out a playable card.

**Freecell**

Break down the wall of cards by freeing the aces as soon as possible and shifting the higher-ranked cards to the freecells.

**Golf**

To be on par, chain cards in order of rank. You can draw from the deck for help, but if the deck runs out before you finish, you'll lose.

**Canfield**

Sort your cards according to the rules of Klondike, but instead of building on aces, build on the base card determined by the first deal.

**Aces Up**

Work your aces up to the top of the stacks by pairing up matching suits and removing the lower ranking card from your pile.

**Scorpion**

In this Klondike variation, you can shift a mid-pile card, but you'll take along all the cards stacked on top of it, too.

**Doker**

Poker gives you fifteen cards to build five hands. Place the card from each draw into the hand you think it will benefit most.

**Stonewall**

The 16 cards on the left can help you raise the Stonewall, but they can also set you farther back in breaking down the wall.

**Florentine**

Whittle same-suit cards in ascending order into the corners by using the other spaces to arrange your cards in descending order.

**Tournament**

Tournament mode takes you through all 12 card games. Up the ante by increasing the difficulty or limiting your playing time.





## Player's Poll—Volume 96

Penny for your thoughts...or better yet, how about a chance to win prizes just for giving us your opinion? Fill out this card, send it to us, and we'll enter you in our Player's Poll Contest!

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1 \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_

B. Game Boy 1 \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_

C. Nintendo 64 1 \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_

D. Which five products are you most interested in playing?

1 \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_

E. How old are you?

1 Under 6 2 6-11 3 12-14 4 15-17 5 18-24 6 25 or older

F. Sex

1 Male 2 Female

G. Do you own a regular Game Boy?

1 Yes 2 No

H. Are you planning to buy a Game Boy Pocket?

1 Yes 2 No

I. Which color of Game Boy Pocket are you most likely to buy?

1 Silver 2 Yellow 3 Red 4 Green

5 Black 6 Transparent

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State/Prov \_\_\_\_\_ Zip/Postal Code \_\_\_\_\_

Age \_\_\_\_\_

Membership No. | | | | | | | | | | | |

Telephone No. \_\_\_\_\_

Refer to the following for questions J-L, then circle the number that corresponds with your choice. Please circle only one number per question.

1=Pink 2=Blue 3=Purple 4=Teal 5=Smoke Gray  
6=Transparent Purple 7=Transparent Teal 8=Transparent Smoke Gray

J. Which color of Game Boy Pocket are you most likely to buy?

1 2 3 4 5 6 7 8

K. Which color would be your second choice?

1 2 3 4 5 6 7 8

L. Which color would you like least?

1 2 3 4 5 6 7 8

True Question: What N64 game is number one on this month's Power Charts?

Answer \_\_\_\_\_

Mail in your card now, and keep your fingers crossed!

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One entry per person, please. All entries must be postmarked on or before June 7, 1993. We are not responsible for lost or undelivered mail. On or about June 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting this prize, winners consent to the use of their names, photo graphs, or other likenesses for the purpose of advertisement or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The retail value of prizes is approximately \$1,000.00. No substitution prizes permitted. All prizes will be awarded. To ensure a fair and honest, and fair in spirit to the address above after June 15, 1993.

**GRAND PRIZE:** The Grand Prize Winner will receive a trip for two to Mexico City to attend a game match between the U.S. and Mexico. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Travel dates of the trip will be determined by NOA. Estimated retail value of all prizes is \$5,000. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

# COUNSELORS'

## CORNER



### ▶ MAUI MALLARD IN COLD SHADOW



#### HOW DO I SWING ON MY STAFF?

Your trusty Ninja Staff is your only means of transportation throughout many stages in the game. A tiny hook at the end of the staff attaches to the stone faces you see in each level. To swing on your staff, press the B Button to leap then tap the A Button to swing. If you coordinate your leap and swing commands, the tiny hook will catch the tip of the face, and you'll be hanging around in no time.



Level 3: Ninja Training Grounds is where you'll first learn how to swing on your staff. You need to look for the stone faces in the stage.



Leap toward the stone face and swing your staff while you're in the air. If you're close enough to the face, your hook will catch on the stone face.

?

#### HOW DO I FINISH THE TEST OF DUCKHOOD BUNGEE COURSE?

?

Some players consider the third stage of Test of Duckhood to be tougher to beat than Shabuhm Shabuhm, but you can bounce through with ease if you follow these basic strategies. Max out your health by collecting all of the



Collect all of the Zombie Powder Bags at the start of the level before you begin to grab Muddroks.

Zombie Powder Bags before you leap. Even with full health, you'll barely have enough life to survive this treacherous test. The sharp corner at the top of the thorny maze is the toughest part of the stage. If you don't think you have enough



If you don't have enough momentum to clear this sharp corner, retrace your route and try it again.

momentum to clear the corner, abort the attempt and retrace your route until you gather enough spring to swing forward again. You'll complete the level when you catch and carry all eight Muddroks to the exit sign in the upper right corner.



You'll complete the stage when you transport all eight of the Muddroks to this exit sign.

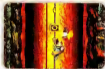


## ▶ DKC 3: DIXIE NOG'S DOUBLE TROUBLE



### WHERE IS THE WARP IN BARREL SHIELD BUST-UP?

**T**here's a small trick to finding the Warp Barrel in Barrel Shield Bust-up. Look for the Letter O as you clamber up through the hollow trees. After you pass the letter, continue shimmying up the rope until you can exit out of the trunk on the right. When you enter the next tree, jump into the hole while holding Left on the Control Pad. If you leap without using the Control Pad, you'll never find the invisible Warp Barrel!



Don't get locked in the rope. Find the invisible Warp Barrel up to the right of the Letter O.



Jump into the hole while holding Left on the Control Pad. Your ape will tumble into the Warp Barrel.

?

### HOW DO I EXECUTE KIDDY'S WATER SKIP?

?

**T**he Water Skip, a roll that allows Kiddy to skim across bodies of water, is one of the coolest and toughest moves to execute in DKC 3. Press the Y Button to

make Kiddy roll into a ball, then tap the B Button just as the ape hits the surface of the water. The hardest part about the Water Skip is making sure you press the B Button

at the exact moment Kiddy would normally splash down, but if you practice your timing, you can link two water skips together without getting Kiddy's heavy back wet.



Use Kiddy's Water Skip to cross bodies of water and find Bonus Barrels without getting soaked.



Press the Y Button and roll toward the water. Kiddy won't skip unless he's already rolling.



Tap the B Button as Kiddy begins to splash down to skip on the water. Can you do two in a row?

?

### HOW DO I DEFEAT KAOS IN MEKAHUS?

?

**K**ick the Robot is at the end of Mekahus. You must jump on his head six times to defeat him. Avoid the robot's flaming exhaust by rolling under

him whenever the flames subside. Hop up the sides of the swirling blades on Kaos's body, then bounce on his head. Repeat this strategy until Kaos ejects his helmet. Run

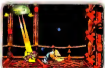
back and forth to dodge the helmet's laser beams, then jump on Kaos's head when you have an opening. If you can avoid being singed, you'll scoop the robot.



Avoid Kaos's flaming exhaust by rolling under the robot whenever the flames begin to die down.



You can bounce on the robot's head by leaping up the blades that slide out of its nose trunk.



Kaos's laser beams can't hit the moving target. Run back and forth and jump on his head when it's safe.



## ▶ SUPER MARIO 64



### HOW DO I CATCH THE RABBIT?

**M**IPS the Rabbit won't show up in the Castle Basement until you've collected at least 15 stars. MIPS is a slippery hare, but if you catch him, you'll earn another star. Try cornering him in a dead end, then walk toward him until he tries to run past you. As he hops by, push the Control Stick toward him and press the B button. If you're fast enough, Mario will dive and nab MIPS by a hair.



MIPS hops into the Castle Basement when you collect 15 stars. You'll come across him again if you catch him.



Corner MIPS in a dead end, then dive toward him by running and pressing the B button.



### HOW DO I GET THE FIRST STAR IN JOLLY ROGER BAY?



**A**t the bottom of the bay is a sunken ship. Take a breather on the surface until the giant cell vacates the vessel, then swim into the hole he was guarding.



The cell will swim out of the porthole if you wait. Swim back to the surface to get more air.

Inside you'll find four chests. Open the chest at the stern of the ship first. Each time you open a chest, swim into the bubbles and replenish your air supply. Open the rest



Open the chest in the stern first, then proceed in a clockwise fashion and open the others.

of the chests in a clockwise order. When all the containers are open, the ship will surface and you'll find a Yellow Exclamation Block. Hit the block to claim your star.



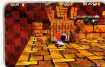
When the chests are open, hold the Z button and slowly crawl up to the Yellow Exclamation Block.



### HOW DO I DEFEAT EYEROCK IN SHIFTING SAND LAND?



**E**yerock is a two-faced slaver pounding around inside the pyramid in Shifting Sand Land. Players frequently punch, stomp, and kick this lanky guardian, but



The only way to damage Eyerock is to hit him in the pupil. You'll see an eye when each hand is open.

just a handful of smart gamers discover Eyerock's weak point on their first try. You'll see an eye when a hand opens. Run and punch the eye before the hand makes a fist,



Run and punch the eye before the fist closes. You'll win if or you slip both eyes three times.

then keep away from the edges of the platform as you make a hazy retreat. Eyerock loses his grip on the center of Shifting Sand Land after you punch each eye three times.



Keep your balance on the platforms or it will cost you your life. It's better to take wind than fall.



## ▶ LOONEY TUNES



### HOW DO I DEFEAT DRACULA?

**S**neaky Gonzalez runs into Dracula in the fifth stage of Looney Tunes. Defeating this bloodsucker requires timing and patience. Dodge the little bats that fly out of Dracula's cape and bounce on his head twelve times. After a dozen blows, he'll transform into a giant bat. Avoid Drac's swooping dives and his little bat friends, then return fire with your star attack. Dracula gives up the ghost after six more hits.



Initially Drac shoots bats at you. Dodge the flapping felines and bounce on the Count's head.



Later Dracula changes into a giant bat. Ground him permanently with six stars.



### HOW DO I DEFEAT WILE E. COYOTE?



**W**ile E. Coyote is willing at the end of Stage Six. When the Coyote throws a 15-ton block, run left and stop on his head twice; jump on his head

again as he shoots a rocket, then hop over the next two rockets. You can jump on his head during his booming and exploding watermelon attacks, but most players will

find it easier to avoid the onslaught until the Coyote reverts to throwing his weight around. Jump on Wile E.'s head 14 times to win the battle.



Run left and stop on Wile E.'s scowling head when he tries to throw a 15-ton block at you.



Jump on his head again when he shoots a rocket, then avoid the rest of the projectiles.



If you can avoid the booming and exploding watermelons, Wile E. will give up after 14 stomps.



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### LUFIA II: RISE OF THE SINISTRALS

- Q:** What's the highest character level?
- A:** 99
- Q:** How do I get "a breaking party"?
- A:** You'd better don't name back.
- Q:** Who are the best Captain Masters?
- A:** Flash and Sally

### MARU KART 64

- Q:** Can two players race on the same character?
- A:** No
- Q:** Which racers are best for beginners?
- A:** Mario and Luigi
- Q:** How do I avoid spinning out on a banana?
- A:** Repeatedly tap the B button as your Kart starts to skid and you regain regular control.

### TB2-MARU 2

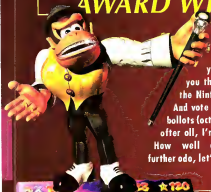
- Q:** Why did my game reset?
- A:** You left it on the "Press Start" screen at the beginning of a level for more than 5 minutes. If you give the game effort you start a level, the game won't reset.
- Q:** How do I defeat an enemy?
- A:** Let your Bombo Attack gauge build up, then press the B button to send it to your victim.



1996



# NINTENDO POWER AWARD WINNERS



Welcome to our annual awards ceremony honoring our readers' favorite games of the year! I'm your host, Swanky Kong, and I'll take you through the 26 categories that you, the Nintendo Power reader, has voted on. And vote you did! We tabulated thousands of ballots (actually we made the Kremlings do it—after all, I'm no monkey's uncle, so to speak.) How well did your picks do? Without further ado, let's find out! The envelope, please...



Never before has a game allowed players to roam as freely through 3-D worlds as Super Mario 64 has. Better yet, its lush worlds mesmerize you with smooth, vibrant and flawless graphics. Super Mario 64 has the look, and gamers are still hungry for its visual feast.

1. Super Mario 64
2. Star Wars: Shadows of the Empire
3. Killer Instinct Gold





### BEST STORY

1. **Star Wars: Shadows of the Empire**
2. **Super Maria RPG**
3. **DKC II: Rise of the Sinistrals**

Dash Rendar's struggle to save Luke Skywalker and the Kobols from Baba Fett and the evil Empire overshadowed the competition. The chapter between *The Empire Strikes Back* and *Return of the Jedi* proved that its story is just as captivating as a Star Wars movie.

If you had trouble tearing up AT-ATs, blasting TIE fighters, or rubbing Boba Fett, you're not alone. *Shadows of the Empire* made amateurs out of the best of gamers.

1. **Star Wars: Shadows of the Empire**
2. **Super Maria 64**
3. **DKC 3: Dixie Kang's Double Trouble**



### BEST CHALLENGE

It's a high speed racing game! It's a first-person shooter! It's an intergalactic space battle! One thing's for certain: the many gaming genres of *Shadows of the Empire* games coming back for more.

1. **Star Wars: Shadows of the Empire**
2. **Super Maria 64**
3. **Super Maria RPG**



### BEST ENDING

1. **Super Maria 64**
2. **Super Maria RPG**
3. **Star Wars: Shadows of the Empire**

The ending of *Super Maria 64* really takes the cake! The adventure wraps up with Mario nailing his just desserts, but the real icing on the cake is that, unlike the Japanese version of the game, in the English version, you can hear Peach's conversation with Mario!

Music makes the world go round, and the cinematic melodies underscoring Dash's adventures are circles around other games' tunes. Open your ears and feel the Force!

1. **Star Wars: Shadows of the Empire**
2. **Killer Instinct Gold**
3. **Super Maria RPG**



### BEST SOUNDTRACK



### MOST GAME PLAY VARIETY

Super Mario 64 is the first of its kind, offering 3-D worlds, 360-degree movement, and multiple perspectives. It's reshaping gaming, and it continues to pave the way for games to come.

1. Super Mario 64
2. Star Wars: Shadows of the Empire
3. Sim City 2000



**MOST INNOVATIVE**

The high adrenaline, high velocity racing and stunts unique to Wave Race 64 made a splash in 1996, soaking the head-to-head action of Grezky and NBA Horgtime.

1. Wave Race 64
2. Wayne Gretzky's 3-D Hockey
3. NBA Horgtime



**BEST SPORTS GAME**

Double the competition and the challenge! Not everyone owns a personal waterscraft, so readers dove head first into the two-player possibilities of Wave Race 64.

1. Wave Race 64
2. Killer Instinct Gold
3. Wayne Gretzky's 3-D Hockey



**BEST MULTI-PLAYER GAME**

Mario is more animated than ever, sporting an extravaganza of moves from sliding and crawling to flipping and swimming. The play control of Super Mario 64 plays a key role in pulling off these moves, and voters responded positively to it.

1. Super Mario 64
2. DKC 3: Dixie Kong's Double Trouble
3. Killer Instinct Gold



**BEST PLAY CONTROL**

Each KI Gold fighter has special combos and powers to make every round a new challenge. KI Gold not only knocked out gamers, but it socked it to the competition with a landslide win.

1. Killer Instinct Gold
2. Mortal Kombat Trilogy
3. Street Fighter Alpha 2



**BEST TOURNAMENT FIGHTING GAME**

It's one thing to know how to trip up an AI-M, ride a speeder bike, or avoid falling off the cliff, but actually pulling them off is an entirely different thing. At least the Force is on your side.

1. Star Wars: Shadows of the Empire
2. Super Mario 64
3. Tetris Attack



**EASIEST TO LEARN  
Toughest to Master Award**

Worst Dressed of 1996: Mayo (KI Gold)

Who's the boss? It's you, if you use the Gargas code. Fighters championed the ability to turn the tables and KJ Gold to fight as the villain for a change.

- 1. Gargas Code**  
(KJ Gold)
- 2. Change Body Proportions**  
(Wayne Gretzky's 3-0 Hockey)
- 3. The Merry Code**  
(DKC 2: Dink's Double Trouble)



**BEST CODE**

Go Spider Bike, Go! Dadi's race against the Swoop gang is one of the most exhilarating levels of any game, and readers were quick to let us know.

- 1. Spider Bike** (Star Wars: Shadows of the Empire)
- 2. Shiny Shell** (Super Mario 64)
- 3. Bird Man** (PilotWings 64)



**BEST MOVIE OF TRANSPORTATION**

## 1996 NINTENDO POWER AWARD WINNERS

Who knew Mario was such an acrobat? Most readers flipped for Mario's maneuvers, but Greetky skated by with a cool second place.

- 1. Mario's Back Flip**  
(Super Mario 64)
- 2. The Flaming Puck Shot**  
(Wayne Gretzky's 3-0 Hockey)
- 3. Mario's Handstand**  
(Super Mario 64)



**COOLEST MOVE OF 1996**

Just like Fat Boxes, Mario went metal. But unlike Cronky's favorite singer, Mario went metal literally. The Metal Cap charmed the vast majority of readers with its power to transform Mario into a chrome-plated terminator.

- 1. Mario's Metal Cap**  
(Super Mario 64)
- 2. Seeker Missiles**  
(Star Wars: Shadows of the Empire)
- 3. Mario's Wing Cap**  
(Super Mario 64)



**COOLEST ITEM OF 1996**

Sure, they wear helmets, but it's still gotta hurt hurtling miles in the air only to have their flight cut short by a mountainside. Readers feel the PilotWings pain, and this award is worth more consolation than any get well card.

- 1. Missing with the Cannon**  
(PilotWings 64)
- 2. Falling off the Cliffs**  
(Star Wars: Shadows of the Empire)
- 3. Baraka's Lift-em-up Fatality**  
(Mortal Kombat 9-Taggy)



**THE "THAT'S GOTTA HURT" AWARD**

Everyone seems to be equally liked by the penguin, but at least he isn't wearing acid-washed jeans and chewing gum like a cow while looking the toilet seat up as he does the Macarena.

- 1. Crying Baby Penguin**  
(*Super Mario 64*)
- 2. Accidentally Falling off the Cliffs**  
(*Star Wars: Shadows of the Empire*)
- 3. Wave Race Announcer**  
(*Wave Race 64*)



Oddball enemies, off-the-wall settings, and outrageous weapons had readers splitting their sides. Pigs and ducks are worth some chuckles, but *Super Mario RPG* gets the last laugh for '96.

- 1. Super Mario RPG**
- 2. Power Piggas of the Dork Age**
- 3. Maul Mollard**



Mario saves the day and revolutionizes the video game industry! But where's *Snoopy's* nomination??? Maybe we shouldn't have had the *Kermits* tally the votes!

- 1. Mario**  
(*Super Mario 64*)
- 2. Dash Rendar**  
(*Star Wars: Shadows of the Empire*)
- 3. Bowser**  
(*Super Mario RPG*)



I love it when a fellow primate is honored! Hats off to Ukiki the Monkey, Mario's silly simian hat-stealing friend.

- 1. Ukiki the Monkey**  
(*Super Mario 64*)
- 2. Dolphin**  
(*Wave Race 64*)
- 3. Froggicus**  
(*Super Mario RPG*)



- 1. Babo Fett**  
(*Star Wars: Shadows of the Empire*)
- 2. Bowser**  
(*Super Mario 64*)
- 3. Smithy**  
(*Super Mario RPG*)



An avalanche of votes for the honor of *Both* snowballed into an honorable honor for the *Wampos*, the *Worst Baddies* of both 1996 and a time long, long ago in a galaxy far, far away.

- 1. Wampos**  
(*Star Wars: Shadows of the Empire*)
- 2. Stormtroopers**  
(*Star Wars: Shadows of the Empire*)
- 3. Whomps**  
(*Super Mario 64*)



## BEST GAME

While I went bananas for the amazing graphics and action of DKC 3, readers put in just enough votes to support Super Mario RPG. Mario ventured to a new level of gaming in his quest to restore the Star Road, and readers chose to single it out for 1996.

1. Super Mario RPG
2. DKC 3: Dixie Kong's Double Trouble
3. Mega Man X3

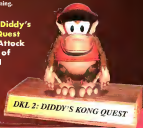


## 1996 NINTENDO POWER AWARD WINNERS

## BEST GAME

Finally, the Kong clan takes home an award! It's a pint-sized game, but its graphics and adventure made giant strides for gaming.

1. DKL 2: Diddy's Kong Quest
2. Tetris Attack
3. Sword of Hope II



## '96 BEST OVERALL GAME WINNERS!!!



## BEST GAME

The first ever Best N64 Game Award goes to the first game made for the N64! Since debuting last fall, Super Mario 64 has pushed the limits of gaming, winning over players worldwide. It's dominated the Power Charts, and now it conquers the 1996 Nintendo Power Awards!

1. Super Mario 64
2. Star Wars: Shadows of the Empire
3. Killer Instinct Gold





## FIFA Soccer 64 brings the world's number one sport to your N64.

FIFA's most innovative features are its many camera positions that allow you to pick your favorite view and the several Picture-in-Picture cameras for extra visual clues on the field.

As for the play, the controller functions are complex, but they give you the ability to do a lot of realistic soccer moves including trapping, making rainbow kicks, and doing headers. For most situations, you don't need the fancy stuff,



though, so even a beginner can learn passing, shooting and tackling in a few minutes of practice. As for AI, FIFA plays realistically in most situations. There are a few places on the field where it's easier to make your shots against the computer, but that doesn't affect play against human opponents. The strong international teams reflect their well-known talents, while unsung teams may be better than they are in real life. In addition to the many international squads, EA Sports also included city clubs in leagues from every major soccer country such as the U.K., Germany, Italy and even the United States. As both an international game, FIFA Soccer 64 includes three languages, as well: English, French and German. Other options include Action (or arcade style play) and simulation mode. Since up to four players can join in the action, the controller skill level option can put everyone on an even playing field. Playing at the Novice skill level, for instance, ensures that your passes connect and special moves such as headers happen automatically when you're in the right position. Pro level players must rely completely on their own skills and knowledge of the many moves. FIFA Soccer 64 has a little bit of everything and more variety than any other soccer video game, including the PlayStation version of FIFA.

-  Great camera angles. Solid, four-player, soccer action. Excellent options.
-  Reduced voice-over. Pro level complexity is too much for most players.





## The Viking invasion begins again!

Almost two years after it was completed, the Viking's second road trip on the Super NES is finally underway, and it's better than the first journey. The idea is simple enough: Wandering through time and space, the Vikings are trying to get home using a very unreliable time machine. Along the way, they get help from a number of characters, including two

new helpers you can use in place of one of the Vikings. Like the new companions, each Viking has several special attributes: Erik jumps and wears a helmet that allows him to breathe underwater, sword-wielding Barlog flies a bananic arm, and Olaf, the guy with the shield, has gas—bad. In each puzzling area, the Vikings must work together to gather three items before they can move on. Typically, they face enemies, jumps, warps, obstacles, locked doors, and lots of deadly traps. Don't miss this month's 10-page



Power review.

**+** Excellent play and graphics. Two player mode.

**-** Slow load time between stages.



## Interplay's little jackpot returns to Game Boy.



If you feel like winning big bucks without risking a dime, Casino Fun Pak from Interplay may be the best way to do it. Casino Fun Pak includes popular casino games of chance, such as Roulette, Craps, Video Poker, Blackjack, Video Slots and a Tournament in which

you participate in all five games. The simple mechanics of betting and playing the games may be this Pak's best feature, but it is also a painless way to learn more about these games. Beginning with \$10,000 in your wallet, you can watch your grubstake dwindle away or turn into a handsome nest egg. This month, Power takes a look at all four of Interplay's Fun Paks.

**+** Quick and easy.

**-** Some of the graphic elements, such as dice, can be difficult to see.



## Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

**SR** Scott—Sports, Simulation, Adventure

**HB** Henry—Fighting, Action, Sports

**DD** Dan—Action, Adventure, Puzzle

**TR** Terry—RPG, Simulation, Puzzle

**PS** Paul—Fighting, Sports, Simulation

**LS** Leslie—RPG, Simulation, Adventure

### Power Meter

The Power Meter ratings are derived from pro evaluations using a five-point scale, with five being the highest score possible for a category.

- Graphics & Sound: 4.5
- Play Control: 4.5
- Challenge: 4.5
- Theme & Fun: 4.5

### ESRB Ratings

These Entertainment Software Ratings Board scores reflect appropriate ages for players. To contact the ESRB regarding the rating system, call 1-800-371-3772.

<b>E</b> Early Childhood	<b>EA</b> Everyone Ages 6+	<b>T</b> Teen	<b>A</b> Adult (18+)
<b>M</b> Mature (17+)	<b>MA</b> Mature Ages 17+	Games that were released prior to the commencement of the ratings system are designated NR.	





## N64 SYSTEMS SOLD



...and counting

Since the day that the Nintendo 64 went on sale in North America, it has been the hottest selling video game system in history. As production increases at Nintendo's Japanese plants, you should soon find more of the following hot titles on the shelves. We've included a quick recap and essential data on each of these games to help you build your library.

### **BLAST CORPS** Nintendo 64/MegaDrive



-  Action
-  1 Player
-  57 Stages
-  Controls: 10 Buttons
-  See Power Vol. 15

One of the most unusual games ever, Blast Corps puts players in the position of demolition experts driving an assortment of powerful machines. Knocking down buildings to clear a path for an out-of-control nuclear missile carrier is just the beginning of the fun. You'll also have to wreck dozens of buses, cars, and rescue people, collect road units and learn how to drive, jump, fly, stomp, spin, punch and ram your way to glory. The development team at Rare Ltd produced some of the most spectacular graphics ever seen in a video game, particularly the explosions.



### **CRUISE 'N USA** Nintendo 64/MegaDrive



-  Racing
-  For 2 players simultaneously
-  12 Tracks
-  Controls: 10 Buttons
-  See Power Vol. 12

One or two players race across the highways of America in this faithful adaptation of the Williams arcade hit. The cars are fast and upgradeable, and the action is intense. One of the narrow road courses can be killer, and hidden codes add to the fun. Although Cruise 'n USA contains only a few graphics changes from the original arcade hit, no new features were added nor upgrades made to the game to make full use of the power of the N64. In spite of its flaws, Cruise 'n remains a fun racer, if not one on the cutting edge.



## DOOM 64

Midway 2003 Magnolia



- Action
- 1 Player
- 32 Sights
- Each level is a 2-D Data Page
- See Power Vol. 95



Unlike several of Midway's ports, *Doom 64* really is a new game in many ways. The area layouts are new and the environments blow away all previous incarnations of *Doom*. The developers sacrificed realistic enemy animation in order to

include a larger quantity of buddies. The result enhances the challenge if not the overall look. As for the game play, expect a traditional space marine battle with invading demons on the moons of Mars. It's a bloodfest that's rated Mature for good reasons—it's a real nightmare. On the other hand, it's worth losing some sleep over



## KILLER INSTINCT GOLD

Midway 2003 Magnolia



- Tournament Fighting
- For 2 players simultaneously
- Controller Not 3-D Data Page
- Inertia mode
- See Power Vol. 95



*KI Gold* definitely ranks as the best side-scrolling tournament fighter ever. The background graphics in 3-D add a feeling of depth to the game without altering the fighting experience for fans of the arcade and Super NES *KI*. Game play includes dozens of combos, breakers and special moves for thinking fighting fans. Casual players may find it overly complex, but in the two-player mode, evenly matched combatants of any skill level will find it to be pure gold.



## MARIO KART 64

Midway 2003 Magnolia



- Racing
- For 4 players simultaneously
- Controller Not 3-D Data Page
- 4 modes of play
- See Power Vol. 95



Destined for hall of fame status, *Mario Kart 64* is almost too fun to describe. What makes it so special is a combination of great play control, a wide variety of very different and interesting race tracks, fun graphics and a four-player mode. It's fast, frantic, and even frustrating at times, but *Kart* always comes out shining in the end. This is a definite must-have for any gamer.



## MORTAL KOMBAT TRILOGY

Midway 2003 Magnolia



- Tournament Fighting
- For 2 players simultaneously
- No Controller not
- 1st of codes
- See Power Vol. 99

This may well be the best *Mortal Kombat* game to date, but it is not a huge leap over *Ultimate Mortal Kombat 3* in the arcade. One of the problems with making N64 versions of games such as *Mortal Kombat* is that the 2-D, digitized graphics can't get much



better than they are already in either the arcade or the N64 versions. As a result, you don't see anything new. But *Mortal Kombat* fans will find a huge assortment of characters and battle arenas, plus enough codes to choke a python.

## NBA HANGTIME

Midway/Atari Magnetics



- Arcade basketball
- 1 to 4 (open simultaneously)
- Available in 100 Best Games
- Lots of odds
- See Power Vol. 12



The most recent of the arcade conversions from Midway, NBA Hangtime preserves the look and play of the original but doesn't add much except for new codes and craziness. Hangtime beats the competition with good AI for the computer-controlled players and great moves for you. The PIN number for saving individual records and stats is also a nice touch if you like arcade sports games and don't expect revolutionary game play or graphics, then Hangtime is the best bet on the market.



## N PILOTWINGS 64

Midway/Atari Magnetics



- Flying simulation
- 1 player
- 4 World & 4 Bonus games
- Memory backup
- See Power Vol. 11



Pilotwings 64 must be the most underrated of all the N64 games so far. Why? Maybe because it isn't a game so much as it is an experience. This flight simulation with goals and fairly modes may be the closest most of us will ever get to soaring freely in the sky. The array of flight modes include a gyrocopter, hang glider, jet pack, parachute, aurable hopper, can-ribbon and birdman. If you're not interested in scoring points, you can just soar and explore.

## N STAR WARS: SHADOWS OF THE EMPIRE

Midway/Atari Magnetics



- Action
- 1 player
- 10 levels
- Memory backup
- See Power Vol. 12



In this year of Star Wars revivals, *Shadows of the Empire* may be the only new ticket in town. Following in the footsteps of the Star Wars series for the Super NES, *Shadows'* designers at LucasArts included a wide variety of play on consecutive stages that follow a story. You fly snow speeders on Hoth, ground speeders through Mos Eisley, space ships through asteroid fields—and that's just to warn you up. Much of the action takes place on the ground where you control Dash Rendar directly as he explores dangerous territory and blasts imperial mugs. It's a big, splashy Star Wars adventure in which anyone can star.

## N SUPER MARIO 64

Midway/Atari Magnetics



- Action
- 1 player
- 100 stars
- Memory backup
- See Power Vol. 11



Virtually everyone who has played *Super Mario 64* agrees that it is the best video game ever made. We won't argue. The variety of play in this action-adventure is unmatched. Nothing else even comes close. Mario's mission is to rescue Princess Peach and other Mushroom Kingdom folk who have been trapped inside the paintings in the



castle. This plot takes Mario into exotic worlds where he flies, swims, jumps, rescues baby penguins and rides on rainbows. Mario is truly magical.

## N TURK: DINOSAUR HUNTER

Midway Games



- Action
- 1 player
- Controller Pak (D) Data type
- 3 stage worlds
- See Power Vol. 74

Turk's adventure in The Lost Lands combines some of the best polygonal animation ever. And yes, you get to hunt dinosaurs for blossoms, but there's much more to this game than gunning down rap-tars. The eight worlds of Turk are each vast regions, some



exterior and some interior, where players must explore, solve puzzles, defend themselves, make daring leaps, swim through infested waters and climb cliffs and vines. The sheer size of Turk is amazing, but the challenge is also significant. The Mature rating for this game comes from copious amounts of blood and the theatrical death throes of your vanquished foes.



## N WAVE RACE 64

Midway Games



- Watercraft Racing
- 1 or 2 players simultaneously
- Controller Pak (D) Data type
- 4 modes of play
- See Power Vol. 70

Perhaps the single most impressive display of the technology in the N64 comes from Wave Race 64. This game was programmed by HAL, with lots of input from Mr. Miyamoto

and others at Nintendo Company Ltd. The results are stunning—waves that crest and glist in the sunlight, watercraft that bob and roll just like the real thing, and a range of water courses taking you from the tropics to the arctic. Races can take several forms, too. You can race against the computer, against another person in the Vs. Mode or against the clock in Time Trials, and you can try to score style points in the Challenge Mode by performing lots of starts as you race through a course. Before Wave Race 64, few people would have believed that you could reproduce this sort of experience in a video game. Now we know better.



## N WAYNE GRETZKY'S 3-D HOCKEY

Midway Games



- Hockey
- 1 or 4 players simultaneously
- Controller Pak (D) Data type
- MULTI Users
- See Power Vol. 78



Midway's first sports title for the N64 proves to be a showcase in several ways. Gretzky 3-D Hockey shows that multiple camera views work well in a sports game. It proves that Nintendo's decision to include four controller ports on the N64

was right on target. It also showed that Midway's Atari Games development group has the means to create technically advanced games for the N64. (We expect to see several more titles from these folks by the end of the year.) Beyond that, Gretzky proves that the whole point of video games is to have fun. With both arcade and simulation modes, players can get as real as they want. And, as a multiple player game, Gretzky truly shines. As an added bonus, the developers put in a ton of secret codes, including Big Head and Continuous Fighting.



# PAK WATCH

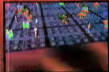
THE INSIDE SOURCE ON FUTURE GAMES

This month's Pak Watch poses the following questions. Is Robotron ready for the N64? Is Silicon Valley a place or a game? And, is Kabuki Jo a war god or just a clown? The answers to these questions and more are just ahead.



## ROBOTRON 64

**W**hen we first heard that Robotron 64 was going to be developed for the Nintendo 64, we thought, wow, how are they going to make it 3-D? An arcade fare of the classic Robotron will tell you, the essential nature of the game requires a big, open perspective so you can see where to shoot and run from the robots.



The unfinished version of Robotron 64 that we received recently answered our question. Robotron for the 90s would be played from overhead in a three-quarters perspective. From this vantage, the 3-D playing field and character

acters take on a more realistic, fuller appearance. Mike Rubinelli of Midway told us that the special lighting effects and many other graphical elements, such as reflection effects, have yet to be included in the game. "Our central focus is to retain the quickness of play that made the original game a hit," he told us. It seems to be working. The game control, although incomplete in the current version, made use of the central stick to move your character and the C buttons to fire your gun. There is even an option to use two controllers in tandem so that the motion and gun controls both use control sticks. Although Robotron may seem like a throwback to a simpler time with simpler games, Midway is trying hard to make this version a classic for the next generation.



# WAR GODS

**T**he conversion of Midway's latest arcade fighter for the N64 brings together a group of angry gods who were created through coming in contact with alien sludge. The deviously delirious include Warhead, Kalsid Jn, Cy-5, Pagan, Madrus, Anubis, Tak, Jafar, Ahau Kin and Voodoo. Why they're so upset with each other isn't really explored, but the fighters use their godlike powers to wreak havoc with each other. As far as the game, it looks and plays very much like a rotating Mortal Kombat with new characters, complete with fatalities. The rotating camera angles add drama to the game in the same way that KI Gold gets a boost out of fresh camera angles, but movement of the tournament arena and polygonal characters often seem chunky rather than smooth. Perhaps gods have more important things to think about than realistic animation. The use of polygonal characters is particularly effective due to Eurocom's excellent texture mapping, which gives each of the gods almost as much detail as the digitized images in Mortal Kombat Trilogy. The arcade game never really made a splash, but this N64 version certainly adds better control. Player's must be quick on the attack, as their godly opponents crank up their

own AI if they lose a round. As a two-player game, War Gods offers an alternative to MK fans that will feel familiar to MK fans. Next month, Power! will dig a little deeper to see what these gods are really made of.



## new Source Extra

PUBLISHER - Midway  
DEVELOPER - Eurocom  
MEMORY SIZE - 96 Megabits  
FIGHTERS - 10 angry gods

# AEROFIGHTERS ASSAULT

Imagine flying the hottest military fighters in the world, then imagine that your target isn't some third world ruler, but huge, mutant monsters that can visit your plane out of the air with one swipe of a paw. That's the idea behind McO'River's *Aerofighters Assault*. Pak Watch recently received an early version of the shooter for flight-testing. Once you strap yourself into the virtual cockpit of an F-14, or one of four other jets, you'll launch into missions ranging from the arctic to Tokyo. At your side will be three squadron members supporting your attack. Battles take place in large, 3-D spaces with realistic sky and detailed terrain. The planes look real, too, right down to the controls. Your radar screen shows enemy positions so you can engage them in dogfights or lock on your missiles from



a distance. Even though Paradigm Entertainment is programming the game, the action feels more like an arcade game than a simulation. McO'River's parent company, Video



Systems in Japan, has been directing the progress of the game and helping Paradigm with some of the arcade elements. It looks like it's saying off *Power* will take a closer look at the game next month.



## New Source Extra

PUBLISHER - McO'River

DEVELOPER - Paradigm

MEMORY SIZE - 64 Megabits

PLAYER MODES - 1 or 2 player (simultaneously)

SPECIAL - Level up, bonus and hidden jets



# IMAGINEER RALLIES

**A** lthough we haven't got our paws on the wheels of Multi-Racing Championship from Imagineer in Japan, we have managed to scrape up some screen shots. As with many Japanese games in mid-development, Imagineer's racer is not yet scheduled for release on this side of the Pacific.



In Japan, the game will be launched in June. It features one- or two-player action, multiple cars and courses, upgradeable parts and very realistic graphics with special effects such as fog and shadowing. We hope to have a full-sized report next month from the Tokyo Game Show. Until then, enjoy the scenery.

On the other side of the Pacific, in Japan, the game will be launched in June. It features one- or two-player action, multiple cars and courses, upgradeable parts and very realistic graphics with special effects such as fog and shadowing. We hope to have a full-sized report next month from the Tokyo Game Show. Until then, enjoy the scenery.



# A SUPER BOWL

**B** owing away isn't the most exciting sport in the world. Cars don't crash into the crowd. Really tall guys don't smash balls through a hoop. There are no Lions or Tigers or Mighty Ducks competing. But

bowling is a sport that anyone can play, and very soon, thanks to T+HQ and Yie Yie, you'll be able to bowl with the best on your Super NES. It seems as if this game has been



in the works forever, but the working beta version that we just received at Pak Watch has everything but the bells and whistles. Players can bowl

single games for practice or participate in tournaments or leagues. The tournaments are based on real Brunswick sponsored events and feature top pro bowlers, so you are competing against the best in the sport. As for the mechanics of the game, SWTC gives you control of aim, stance, power and spin. You can also choose the weight of your ball.





## NEWS FLASH

### CASTLEVANIA ON THE N64

In the biggest gaming announcement of the year so far, Konami revealed exclusively to Nintendo Power that the hit Castlevania series will come to the N64 in a game tentatively entitled Dracula 64. Development of the game will take place in Japan over the summer and fall with a possible release date scheduled for the first quarter of 1995. In addition to Drac 64, Konami also announced that it has the official license for a game based on the upcoming Hogan Wilder Olympics. Also scheduled for release in early 1995 is an unnamed fighting game for the N64. What makes these announcements all the more mouth-watering is that Konami has one of the best N64 development teams in the world as evidenced by Elite: Perfect Striker and Gears of War (both licensed in this issue). It looks like '95 will be Konami's year on the N64.

### N64 NEWS IN A NUTSHELL

Get set for a whirlwind tour of the latest developments for the Nintendo 64. Leading off, we have news from Japan that Hudson's Super Bomberman 4 is well underway. The look of the game has changed drastically since it now makes great use of 3-D worlds, but the action is still a bomber's dream as who's the fastest from wire the day. Hudson Soft is also preparing plans for the game's introduction to North America in this issue.

From closer to home, Konami went along a similar path along a similar path of the point-and-click option to Top Gear Rally for Pak Watch reported previously. Rally will have an option in which you can customize the colors and logos on your race car and save those options on your Controller Pak. Release of Top Gear Rally has been set for August and, according to Kazushio, the development team is right on schedule to meet all deadlines.

At GT Interactive in New York, work is moving ahead on an entire library of games including Hears, which Power will cover next month, and Ultra Combat, which is getting a facelift and a new name. Another game on the drawing boards is Unreal. The reality of this first-person action game is that it takes place in a future world where players explore spaceport, ancient ruins, mines and cities while solving puzzles and staying alive. The picture shown here is of the

PC version, which is currently in development, but the N64 version should look even sharper. As for a release date, expect to see Unreal watered-down sometime in early 1996.



### F-1 POLE POSITION

Ubisoft recently announced that it will bring Formula Grand Prix to North America under the title F-1 Pole Position. Changes are expected to be minor, though there could be a major F-1 license. An early test-drive of this game at the end of last year has geared us up for more. Graphically, F-1 looks crisp and fast while the Control Stick gives you the precision control you need to stay in the running for the checkered flag.



### IT'S IN THE GAME

EA Sports, renowned worldwide for its library of quality sports titles, including John Madden Football, NBA Live basketball, NHL Hockey, PGA Tour golf and FIFA Soccer, has joined an agreement with Nintendo to produce a collection of sports titles for the N64. Although details have not yet been released on which specific games will be seen on the N64, the first titles should be released by the middle of 1995. Larry Probst, the president of Electronic Arts, indicated that one reason for making this five-year deal now was that the firm had proven itself to be a winner. Over two and a half million titles were sold in North America by March '94, and the average game title sells more than ten times more copies than the average PlayStation title. When it comes to blockbusters, it seems that EA just wanted to be in the game.

## TONGUE TIED

Japan System Supply is the supplier of a new "tongue" from Character Tools for the unusual action game starring a character who uses his tongue rather than a gun. In the tongue is mighty than the sword in some cases. We don't have much more to add about the game than not yet have a North American publisher and it's won't reveal anything about that the game features a "tongue" action.



## KONAMI BASEBALL

Konami said it's across from a few games currently in development in Osaka for the next Essential Pro Baseball, shown here.

has been released already in Japan, and *Game Boy*, which is presented in the Epic Center Series, is still in development. As for *Essential Pro Baseball*, the big-head theme so popular in Japan is clearly evident. The rumor coming out of Konami in the States is that this game won't be translated for the North American market. Instead, it is more likely that a baseball game featuring more realistic players will be made here for the NES.



*Essential Pro Baseball* is a baseball game for the NES. It is a sequel to the game *Essential Pro Baseball* for the NES. It is a sequel to the game *Essential Pro Baseball* for the NES.

## OSCAR, MOVE OVER

Every industry likes to reward the people who excel in their chosen field, and the video game industry is no different. An organization called the Academy of Interactive Arts and Sciences is beginning to recruit members and develop a program that will lead to annual awards for outstanding contributions in the area of interactive video games and computer programs. Representatives from the major players in the industry, from Nintendo to Microsoft, have been working together to establish the AIAS charter and guidelines for the awards. Members of the academy, who must be associated with the industry, will vote on the nominees in various categories. It has been suggested that a televised awards ceremony will be possible by 1996. Of course, the big question on everyone's mind is what will the award statue look like? We humbly submit the idea of a handsome statue depicting a saddle, green dinosaur with a long, sticky tongue—the Yoshi!

# RELEASE FORECAST



RIG FREAKS	FALL '87
CLAY FIGHTER 63 1/2	SUMMER '87
DAIRY RIFT	SUMMER '87
CURE NUREN 64	FALL '87
F-1 POLE POSITION	SUMMER '87
FIRE ARROY	FALL '87
SELGEMEY 007	SUMMER '87
REXEN	SUMMER '87
ISS 64: INTERNATIONAL SUPERSTAR SOCCER	SUMMER '87
LAMBORGINI 64	SUMMER '87
MISSION: IMPOSSIBLE	SUMMER '87
NORTAL KONGAI MYTHOLOGIES	FALL '87
ROBOTICA: CRYSTAL DREAM	FALL '87
RECTOR 94	SUMMER '87
DUARE	WINTER '86
SAN FRANCISCO RUSH	FALL '87
SILICON VALLEY	FALL '87
SPACE CIRCUS	FALL '87
STAR FOX 64	SUMMER '87
TOP GEAR RALLY	SUMMER '87
WAR GODS	SPRING '87
WORLD CHAMPIONSHIP WRESTLING	FALL '87
UNREAL	WINTER '86
YOSHI'S ISLAND 64	FALL '87
ZELDA 64	FALL '87



BRUNWICK'S WORLD TOURNAMENT OF CHAMPIONS	SUMMER '87
TIMOR & PUMGAA	SUMMER '87



HERCULES	SUMMER '87
KER GRIFFEY JR. PRESENTS MLB	SUMMER '87









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*Thank You and ENJOY!*

